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Contains: Utilities 120Mb 1,000, Documents 270Mb 870, Text 40Mb 210, Business 75Mb 170, Pics & Anim 630Mb 2,000, Graphics 170Mb 430, Misc 150Mb 270, Demo 630Mb 2,000, Games 250Mb 530, Dev 110Mb 340, Disk 10Mb, Hardware 5Mb, Comm 150Mb, Music 30Mb.

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CODE: CD384
PRICE: £12.99

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Aminet CD 15 contains more than 1 gigabyte (uncompressed) of software in thousands of archives.

Since the release of Aminet 14 more than 500MB has appeared. The current edition has a special focus on animation's, 143 MPEG animation's were included.

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48MB of Communications
124MB of Graphics and Sound demos
28MB of Development Software
5MB of Disk and HD tools
30MB of Documents
43MB of Games
18MB of Graphics Software
79MB of Music Modules
14MB of Music Software
495MB of Pictures
28MB of Utilities.

Aminet 16 will be out by the time you read this. Order not for only 12.99.

Pre order Aminet 17 for only 11.99

NEW MEETING PEARLS 4
CODE: CD
PRICE: £ 9.99

Amiga Technologie's certainly knew why they chose the meeting pearls 3 to be included with their Q-drive.

Everyone who knows the Meeting Pearls series will confirm that it offers highest quality at the lowest possible price - and this hasn't changed with volume 4.

This time, too, only high-quality and well-tested software pearls have found their way onto his crammed full cd.

A clever system has been devised to protect the lovers of Amiga games from many undesired crashes.

Several different search tools (based on MUI and AmigaGuide) make finding and executing of software packages straight from the cd a snap.

With Meeting Pearls, no archives need to be unpacked, all programs can be started from workbench. For the first time, protection bits, which used to get discarded during CD - ROM production, are preserved. And as was the case with earlier volumes, access tools have been improved noticeably.

There is probably no other Amiga CD that can be configured according to one's personal preferences in so many aspects - but fortunately doesn't require the user to do so.

ZOOM 2
CODE: CD234
PRICE: £7.99

We listened to your comments about Zoom release 1. You wanted ease-of-use. You wanted instant access, yet allowing the ability to install to hard drive.

Top tools, graphic utilities, music utilities, disk utilities, blankers, lockers, packers, comms stuff, games, sound samples, slideshows, music modules, educational related, business software and much more. This CD has a particular emphasis on productivity software. There is also a 25MB Magic WB drawer containing icons, backdrops, brushes ETC

MUSIC
- samples - music utilities
- modules

UTILITIES
- Printer - Misc - Datatypes
- Comms - Monitors - Emulator's
- News - BBS - Misc
- EMail - IRC - FTP
- WWW - Disk - CD-Rom
- Misc - Salv - DiskCache
- Backup - Copier - DiskOptim
- Blankers - Workbench - Virus

- Killers - Packers - DOpus
- CLI - Lockers

EDUCATION
- Kids - Learning - Misc

GAMES
- Racing - Arcade
- Misc - Think
- Platform - Multiplayer
- Shoot - Beat
- Board - DoomClones

BUSINESS
- Misc - Accounts
- DTP - Spreadsheets
- WP - Database

PROGRAMMING
- Amos - Amiga
- Blitz - Basic
- AmigaE - Assembly
- AmigaC

GRAPHICS
- Icons - Raytracing
- Video - Convertors
- Misc - Clipart

MAGICWB
- Brushes - Drawers
- Icons - Backdrops
- Program

Adult titles

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NEW - TARGA PARTY (21) £19.99 (PC & AMIGA DISC) - XXX images in gif format. FULLY BBS READY. MUST BE OVER 18. GIF VIEWER REQUIRED

ADULT SENSATIONS 1 (18) £14.99 CD072 (PC & AMIGA DISC) - 4,000 images in gif format. FULLY BBS READY. MUST BE OVER 18.

ADULT SENSATIONS 2 (18) £17.99 CD206 (PC & AMIGA DISC) - 4,000 images in gif format WITH GAMES, ANIMATIONS, ETC. MUST BE OVER 18.

ADULT SENSATIONS 3 (18) £17.99 CD new (PC & AMIGA DISC) - PICTUES IN 3D in amiga format WITH GAMES, ANIMATIONS, ETC.

NEW - ADULT SENSATIONS 4 £17.99 CD new (PC & AMIGA DISC) - animations in amiga format WITH GAMES, ANIMATIONS, ETC. MUST BE OVER 18.

SEXY SENSATIONS (18) £17.99 CD230 (PC & AMIGA DISC) - 2,000 SELECTED images in IFF. SPECIAL VISUAL EDITION. OVER 18 ONLY.

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AD&D
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Airwar Modern
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Anna
Anna Nicole
Applegate
Arnie
Art Cards
Asterix
Aviation
Babylon 5
Bathing Beauties 1
Batman Phantasm
Batman
Batman and Robin
Batman Anim_1
Beauty
Beavis
Betty Page
Big Cats
Big Baps 1
Bike & Car
Bikini 1
Bikini 2
Bill Grapham
Birds
Birds 1
Birds 2
Black Adder 1, 2, 3, 4
Boats'n' Water
Body Beautiful
Body Perfect
BodyShop 1
Bodyshop 2
Bodyshop 3
Braindead
Buildings
Busen
Cameron Diaz
Cars
Card
Cartoon
Castles
Christina Applegate
Cindy1
Cindy3
Cindycard2
Classic Cars
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DreamGirls
DreamGirlsII
Dreams
Dreams2
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Dr_Who_Movie
Dr_Who_Adventure
s
DSN
Dungeon
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Elle2
Empire-Strikes-Back
Erika
Erotica
Eva_Herzigova
Everton
Everton2
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F1 GP
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FacesToo
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FiremanS
FISH
Flash_Gordon
FlintStones
Flowers
Fractal
Fractasm
Freaked
Gremlins
GreyHawk
Guardian
Guyver
Hajimeboris
Harley Davidson 2
Heaven
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Helena Christensen 2
HellRaiser
Heroine
HiredGirls
Hitch_Hikers
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Illustrated Bugs
Illustrated Dogs
Illustrated Fish
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StarWars Galaxy
Star Trek I
Star Trek NG
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Swimsuit
Sword In The Stone
Teri Hatcher
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The Mask
The Sky
They Live
The PageMaster
The Wizard Of Oz
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Time Cop
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Travel 2
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True Lies
Vallejo
Vanessa Paradis
Vehicles
Venuscards
Vietnam
Views
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VT Dupcie
W.W.F
Wallace
Wild 2
Wilderness
Wildlife
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X-Files 2
xmas
Xmen_cards

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The AMIGA FLASH ROM contains all the latest Emulators for the Amiga Computer range.

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- Nostalgia is a very special thing you cant help loving the classic games (oh, how nice was my good old ???...)

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- Better environment to develop programs bnow comes with comple workbench support.

- Playing games was never so easy.

- Work (yes, a every emulator is more than enough for simple text processing).

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+ SOFTWARE, GAMES, UTILS & DEMOS.

The Flash ROM contains the Amiga Emultor. Hundreds of Amiga games, demos, and utilities all for use on any high spec pc compatible multi media computer.

The Ultimate way to use the wealth of software available for the Amiga computer.

UAE v0.71 - Here it is fols the latest release of the Useable Amiga Emulator, Turns your Pentium into an Amiga A500.

There are various versions of the emulator included on the CD for PC, Unix and Linux. Sorce code has also been porovided (where pos) and all www page address are listed so you can get the latest version from the net.

Updated info and CDs will also be coming out to mail order users you want to be kepted informed.

SPECCY 97
+ 5,000 GAMES, UTILS & DEMOS.

Games - Theres apx 5,000+ spectrum games included for you to use with the emulators listed below.

KGB Spectrum Emulator - By T. Noergaad.
ZXAM v2.0b - By Toni Pomar.
ZX-Spectrum Emultor v4.71 - By J Kwast.
Sinclair ZX Emulator v1.7 - By P McGavin.

CBM SENSATIONS Vol.3
+ 5,00 GAMES, UTILS & DEMOS, AND UPDATED VERSION OF ALL EMULATORS.

Games - Theres apx 500+ c64 games included for you to use with the emulators listed below.

A64 Package v2.01 - Full version ready to run from the cd.
Magic 64 ready to run from the cd.
Frodo and many others have been provided on the disc.

ATARI SENSATIONS Vol.1
+ SOFTWARE, GAMES, UTILS & DEMOS.

Atari STeM Package v0.99 (This software has NO commercial copyright)
* Eighth source code only a TOS 1.02 image file is necessary.
(You must create TOS.IMG).
* bug removed: BIOS bconin(2) always returned 39/13 but still disables <Alt>.
* Windows Support
* Full numpad support, "pipe" key added
* RTC uses In-built time
* Some code is still absolute but optimized

AMSTRAD SENSATIONS Vol.1
+ GAMES, UTILS & DEMOS.

CPCEMU emulates a Amstrad CPC 464, 664 or 6128 with many extensions. To say it with other words, the program imitates the behaviour of the older Amstrad computers on your new PC. - nostalgia (oh, how nice was my good old CPC ...) - better performance compared to the original. - better environment to develop programs. - playing games - work (yes, a CPC is enough for simple text processing)

MAC SENSATIONS Vol.1
+ UTILS & DEMOS.

Executor Apple Mac emulator is easy enough to install and use that you really don't need to read the documentation. Use apple Mac disks, scsi hardware etc.

COLECOVISION
+ GAMES, & WINDOWS EMUALTORS

ColEm for Win32 v0.1.2 and the dos versions have been encluded. ColEm is a non-profit emulator created for those individuals who were and still are fans of the Coleco gaming era and who wish to play thier Coleco Vision games on todays operating systems.

DRAGON 32
+ GAMES, & EMUALTORS

PC-DRAGON EMULATOR V1.02 by PAUL BURGIN - A Dragon or Tandy Color Computer II emulator for IBM PC's and compatibles. This program allows you to use your Dragon or Tandy CoCo games and applications software without the need to clutter up your desk with more than one computer.

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INTER WORD
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Is easy to use and its standardised interface even lets you exchange data can be imported from interbase, and interspread.

Games

Title	Price	Machines
TURBO TRAX	£7.99	AGA, A600, A500 & +
CAPTIAL PUNISHMENT	£23.99	ANY AGA AMIGA
ZEE WOLF 2	£4.99	ANY AMIGA
GLOOM DELUXE	£7.99	A1200 AGA VERSION
GLOOM DELUXE	£7.99	A600, A500 & +
XTREME RACING	£8.99	A1200 AGA VERSION
SUPER SKID MARKS	£12.99	A600, A500, +, A1200
SUPER SIDMARKS DATA DISK	£6.99	A600, A500 & +
FEARS	£8.99	A1200 or CD32
WORMS	£9.99	Any 1Mb Amiga
LEGENDS	£17.99	A1200
LEGENDS	£12.99	CD32
GUARDIAN	£7.99	A1200, or CD32
ROADKILL	£7.99	A1200, or CD32

CDs

- SOUND LIBRARY 2 £7.99 (New Price) — AGA, A600, A500 & +
- C64 VOL 2 £7.99 (New Price) — AGA, A600, A500 & +
- HOTTEST 6 £9.99
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- THE COLOUR LIBRARY £9.99 (Top Seller) — AGA, A600, A500 & +
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- PROF. FONTS & CLIPART VOL.1 CD028 - £4.99
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- THE SOUND LIBRARY (2CD) CD101 - £17.99
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is an exciting new 2 Disc Set. Containing over 1000Mb of Science fiction related software. images, Music, Anims, 3D objects (Imagine & Lightwave), Sound FX, Docs, Tunes, Info & Games. Subjects includes Thunder Birds, Babylon 5, Aliens, Star Trek Next Generation, 2001, Deep Space 9, Voyager, Batman, Dr Who, Bladerunner, Robocop, Total Recall, Tron ETC

3D IMAGES
CODE: CD280
PRICE: £9.99
Top Seller

There are over 800 images in BMP format versions. Each of the Directories have been indexed. The index can also be viewed. Contains images which have all been generated or producded using a computer. This disc contains every computer Generated image you will need or use one of the weath of software packages to create your own.

MODS ANTHOLOGY
CODE: CD319
PRICE: £29.99

4 CDROM full of Music modules! more than 18,000 mods of any format (MOD, S3M, XM IT, Amiga syynthetics...) all by composers in priority, By Groups, then by Kinds; all stored in uncompressed form, readable under all the major platforms. Coming along with 11Mb of module players and trackers for many computers. Enjoy this 7-years titanic work! Listern to 1,000+ hours of music!.

WORLD OF CLIPART PLUS (2CD)
CODE: CD291
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Over 40,000 high quality images in various formats sorted together on a double CD pack.

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3D OBJECTS
CD232 - £ 9.99

A comprehensive Library of 3D objects for Imagine and Lightwave which will enhance any collection. All the objects you need assembled together on one convenient CD. This disc has over 650Mb of objects in DXF format. Inside most of the headings are even more directories with even more objects.
Also included are collection of objects from some of the best graphical 3 dimensional

HORROR SENSATIONS
CODE: CD276
PRICE: £17.99

An inavative multi format CD - with everything to do with HORROR. Included on this disc are thousands of pictures of colour films aswell as tons of true life horror pictures. Hundreds of Growse animations, Hundreds of screams, stabs, jabs, Gory sound effects, Horror stories, Atomospheric haunting music tracks (.mod), Horror based games and loads more!.

TETRIS SENSATIONS
CODE: CD
PRICE: £8.99

Tetris is the most loved and played computer games of all time.

This CD contains almost 100 variations of the worlds most played game. nearly all the games are ready to run directly from the CD, and archived version are also at have for easy install.

Month In View

Even though he took a holiday this month, Nick Veitch still raced back to stick his oar in at the last minute...

Heresy it may be, but I did actually take a few weeks off this month. Imagine my delight when I returned to find an (almost) complete magazine. For the first time in ages I had a real experience of *AF* as it must appear to you, our readers.

Of course, I knew all the products that were being reviewed, and what features were being written, but I hadn't actually been here during the voyage of discovery – I had to rely on the written pages to determine what was good and what was bad.

I did have a little twiddle with *Lightwave 5* before I went, but didn't have time to get really into it, so I was as interested to find out Ben's verdict as I expect you are – quench the thirst of your curiosity on page 56.

As a bit of a flight-sim fan, I was also rather keen to find out what Andy thought of *Jet Pilot*, which was being touted as the best sim ever. If you want to know, you too can find out on page 32.

I was also more than a little interested to see how the Siamese system turned out. This could become increasingly important in the Amiga's future, so the outcome of this review is rather important – see page 64.

I have learned a few things from taking a fresh look at the mag, so expect some changes soon – but for now, lets get reading!



Nick Veitch
Editor



TINY TROOPS P38
Remember, if you like the look of this game, try out the demo on the Coverdisk.



MINSKIES FURBALLS P36
If you're a fan of *Tetris* or *Columns* then you can't afford to miss out on Minskies. Play against the computer or battle it out with a friend.



LONG TERM REVIEW P69
In the first long term test **Ben** takes another look at the trusty Zip drive.



CD-ROM ROUND-UP P70
3D images, fantastic fonts and loads of useful utilities – all on CD this month.

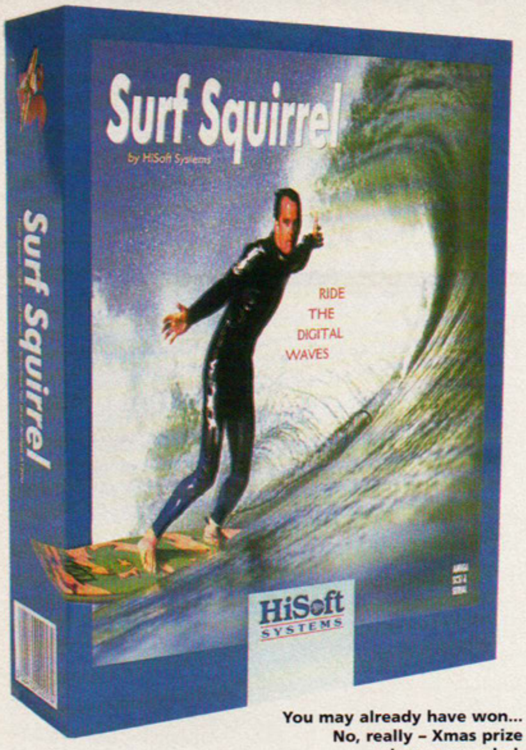


LIGHTWAVE 5 P56
It's the Amiga's favourite raytracing package but is version 5 a winner or loser? **Ben Vost** takes a close look at all the evidence and comes up with his verdict.



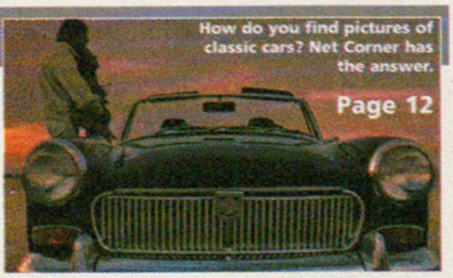
THE GALLERY P100
Keep sending in your Gallery pictures – you could make it onto the back cover.

AMIGA FORMAT



You may already have won... No, really – Xmas prize winners revealed.

AF NEWS



How do you find pictures of classic cars? Net Corner has the answer. Page 12

AF SERIOUSLY AMIGA

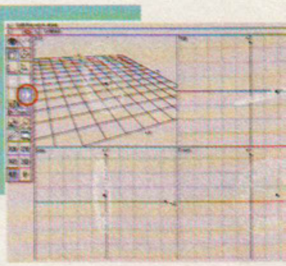


Lightwave 5 – what did Ben think?



The Learning Curve CD – a new educational title.

AF CREATIVE



Cinema 4D 2: Step-by-step.

AF REGULARS



Mailbag: The truth is out there.

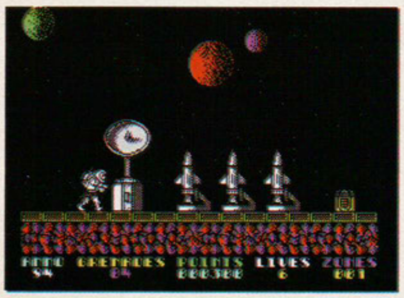
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AF COVER STORY

Upgrade your Amiga for free with our list of essential utilities...

AF SPECTRUM EMULATION



AF SCREENPLAY



Jet Pilot: Just about as real as you can get.



Burnout: How hot is it?

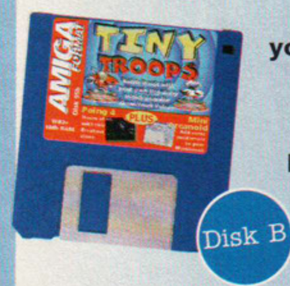
AF Coverdisks

TurboCalc 2.1



We bring you the full version of this powerful spreadsheet program. A host of features but easy to use.

Tiny Troops
Plus: Poing 4 & Mini Arcanoid



Wage war with your army of tiny mercenaries and then wind down with two highly addictive *Breakout* clones.

CD-ROM

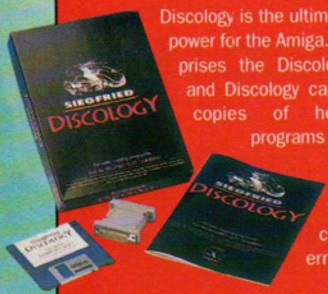
All the great programs that can be found on this month's Coverdisk, plus every datatype you could ever want, the full source code for *Alien Breed 3D II*, a *Lightwave 5* patch and a demo of *Burnout*. Oh yes – and we musn't forget all the reader contributions that have been crammed onto this CD.





"World of A1200" & "Top 100 Games" CDs FREE with every CD ROM drive!!!

DISCOLOGY



Discology is the ultimate in disk copying power for the Amiga. The package comprises the Discology Disk, manual and Discology cartridge for making copies of heavily protected programs with an external disk drive. Discology will also format disks, check disks for errors etc.

ANTIVIRUS



Anti Virus Professional is the most powerful tool for detecting and removing viruses. Anti Virus pro will check and device hard drives, floppy disks and even CD ROM drives for viruses. Very straight forward to use, includes a full 50 page manual.

ORDER NOW

BEFORE A VIRUS DESTROYS YOUR SYSTEM !!!

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£19.99 EACH OR BUY BOTH FOR £24.99

TOTAL MEMORY EXPANSIONS



A1200 trapdoor fitting memory expansions feature a battery backed clock and a socket for an accelerator FPU. Unlike other memory expansions that conflict with the PCMCIA port, our TOTAL memory expansions include unique software that will enable the maximum amount of memory to be used even with a PCMCIA fitting device.

NEARLY DOUBLES THE SPEED OF THE A1200

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8MB MEMORY EXPANSION £89.99

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Now includes CD ROM drivers and instructions.



The Dataflyer is a 16 bit SCSI II controller card that converts the signals on the internal IDE interface to also run SCSI devices at the same time as the IDE hard drive. The Dataflyer SCSI+ will operate up to 5 SCSI devices such as CD-ROMS, hard drives, Syquest removable drives, tape back up drives etc. Unlike other SCSI interfaces, the Dataflyer SCSI+ is compatible with all known accelerators etc and it does not stop you from utilising any of the important expansion ports on your A1200/A600. The Dataflyer SCSI+ easily installs into the A1200/A600 (simply pushes in, no need to remove the metal shield) and provides a 25 way D connector through the blanking plate at the back of the A1200. *Full instructions and software supplied.*

DATAFLYER ONLY £79.99 or £49.99 when purchased with a SCSI device

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Our highly rated, top quality feature packed modems are ideal for Amiga users. All modems include our FREE MODEM ACCESSORIES PACK (worth £19.99) which includes a cable to connect the modem to the Amiga, NCOMM comms software, Amiga Guide to Comms and a list of Bulletin Boards from which you will be able to download vast amounts of free software as well as have access to E-MAIL facilities.

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Fully featured SCSI CD-ROM drive for use with the A1200 or A600, Features include superb metal enclosure with in-built mains power supply. Includes all software, cables and instructions for immediate use. Full CD32 emulation and Audio CD player software included. No extras needed! Just plug in and go. Choose either PCMCIA fitting Squirrel interface or internally fitting Dataflyer SCSI interface.

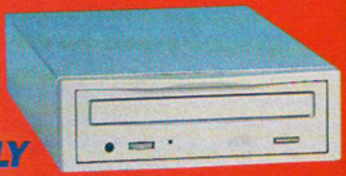
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- **2 speed £129.99**
- **4 speed £179.99**
- **6 speed £219.99**
- **8 speed £259.99**

Prices include Squirrel.
Add £30.00 for Dataflyer or Surf Squirrel

SALE PRICE

FEBRUARY

ULTRA CD-ROM DRIVE



NEW FULLY BUFFERED INTERFACE

Superb IDE CD-ROM drive system for the A1200. Fully featured, top quality drives in a top quality enclosure with built in power supply. All cables, instructions, software including CD32 emulator and audio CD player etc., included for immediate use. The CD-ROM interface supply plugs inside the A1200 (exceptionally easy to fit by anybody) and provides a connector in the blanking plate at the rear of the A1200, next to the mouse socket.

PLEASE PHONE FOR FURTHER DETAILS AND INFORMATION SHEET

ULTRA 4 SPEED £169.99
ULTRA 8 SPEED £199.99

MEDIAVISION RENO CD-ROM + SQUIRREL £114.99



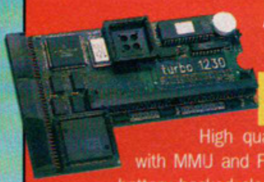
Superb top quality CD ROM DRIVE complete with Squirrel for immediate use on the Amiga A1200 or A600. Includes CD32 emulation, audio CD player etc as well as its own CD power supply, cables etc. Can also be used as a personal audio CD player and includes stereo headphones!

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APOLLO A1200 ACCELERATORS

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NOW 33MHZ!

High quality low cost 68030 accelerator with MMU and FPU all running at 33Mhz. Built in battery backed clock. Easy trapdoor fitting. Amazing performance for such a low price. Will take a 4mb or 8mb SIMM. Fully PCMCIA compatible even with 8mb! *Not PCMCIA compatible with 8mb fitted.*

APOLLO 1230 PRO £149.99

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All the features you asked for at an affordable price! High performance 68030 with FPU and MMU running at 40mhz. Two 72pin SIMM sockets can take upto 32mb each. Simms can be mixed *(i.e. a 4mb and 8mb will give 12mb)* and can be single or double sided. Fully PCMCIA compatible regardless of how much memory is fitted. Easy trapdoor fitting with battery backed clock.

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68040/68060+MMU based A1200 accelerator. Features battery backed clock and a 72 pin socket for a standard 72 pin SIMM (up to 128mb). Fully featured, fan cooled trapdoor fitting accelerator.

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32MB SIMM £169.99 WHEN
PURCHASED WITH AN APOLLO ACCELERATOR

SALE PRICE

HARD DRIVES

2.5" HARD DRIVES



Our high speed 2.5' IDE hard drives for the Amiga A1200 & A600 computers come complete with fitting cable, screws, partitioning software, full instructions and 12 months guarantee. All drives supplied by us are formatted, partitioned and have Workbench (WB2 for the A600 and WB3 for the A1200) installed for immediate use. Fitting is incredibly simple; if you can plug the mouse into the mouse socket, you can plug the hard drive into the hard drive socket.

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From the M62 Junction 17 head towards Bury. We are 50 yards on the right hand side after the third set of lights. The door to our premises is next to Polar opposite the Masons Pub.

All prices include VAT. Postage and packing will be charged at £3.50 per order (U.K.), £7.50 Europe and £12.50 rest of the world.

AMIGA FORMAT news

TIME GENTLEMEN PLEASE!

The end may be in sight. After seven months since the demise of Escom, and through the protracted Viscorp affair, it seems that the Amiga Technologies buyout saga may finally be drawing to a close.

Midnight GMT on January 31st 1997 was the deadline for sealed bids to be submitted to Mr. Hembach, the liquidator for Amiga Technologies GBMH, which has an estimated book value of around $50M US – around ten bids beat that date.

One of the bids, from current favourite contenders Quikpak, is expected to offer only for the technology and not the inventory, but Quikpak remain confident that they will be the eventual winners of the contest.

We cannot reveal at this time, who the other bids are from but we do know that they come from all four corners of the globe and that Mr. Hembach and Petro Tyschtchenko will be visiting all of the bidders before a decision can be reached. At current estimate, it is reckoned that the situation will be resolved by the end of February, although a winning bid for only the intellectual properties will complicate matters since the liquidator has an obligation to actually sell the inventory too and this could lead to confusion in the marketplace if competing products are offered for sale.

Bids for ownership of Amiga Technologies have come from all corners of the globe.



LETTER FROM QUIKPAK

As per the request of the German liquidator of Amiga Technologies GMBH, Quikpak Corporation of Norristown Pennsylvania, has submitted a final comprehensive bid for the assets and intellectual properties of Amiga.

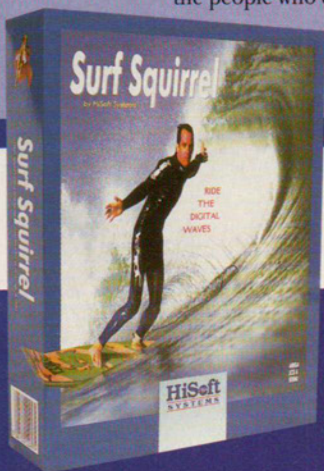
According to David Robinson, US legal counsel for Mr. Hembach, all offers must be in by January 31, 1997, midnight. During February the offers will be reviewed and a winning bid will be selected by the 28th of February, 1997.

Quikpak remains committed to the future of the Amiga platform. We believe we have submitted a "winning" offer. As soon as the outcome of the bidding process is evident we will make the appropriate announcements to the public.

QuikPak would like to take this opportunity to thank all the distributors, retailers, developers and especially the customers and end users who have shown their support for us in these troubled past months. We have continued to manufacture and develop Amiga products because of our respect for the original creators of the Amiga. We share their vision of affordable multitasking, multimedia computing for the family. Although it may have seemed that our focus was aimed at the video professional, we remain committed to reintroducing the entry level Amiga back to the marketplace with 1997 features.

Bumper Giveaway results

What a response! Amiga users the world over obviously took our instructions to send in postcards for the prize draws in our Christmas issue to heart. We have had over 10,000 replies to the competitions from all over the world. *Amiga Format*'s heartfelt thanks must go to all the people who made the competition possible, the people who contributed the prizes for you. Particularly since *SFX*, *T3* and HiQ have bumped up the number of prizes they have given.



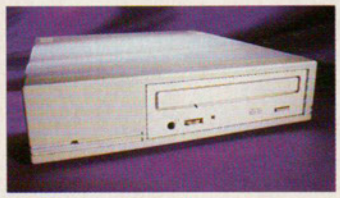
HISOFT
Surf Squirrel:
Dim Rainakis – Chania, Greece
Andy Reynolds – Bexleyheath
Murray Skinner – Kintore



POWER COMPUTING
Power, in their generosity, have given us ten copies of *Breathless* to give away instead of only three. The lucky winners are:
Mr. M.A. Allen – Reading
Stephen Thwaites – Keswick
John Francis – Bognor Regis
Ms. D. Walker – Liverpool
Mr. R.E. Tiffen – Brentwood
Mr. J Hawkins – Malvern
Calum Turner – Paignton
Mr. S.P. Tanner – Eastcote
Karl Roebuck – Anglesey
Mr. M. Orwin – Shaftesbury



WIZARD
Dopus 5.5 and 3 button mouse
Jane Johnson – Catell, Guernsey
John Swift – Sheffield
Richard Roberts – London



EYETECH
The three winners of the Eyetech draw will each receive a CD-ROM case, an interface for an A1200, cabling, drivers and a PSU. In addition, Eyetech will let the all the winners buy a CD-ROM mechanism at a discount and they are also offering a £10 discount off the published price of their 8-speed CD Plus to all competition entrants.
C.M. Grundy – Barnstaple
E. Bamcroft – Howdem
Wendy Augustine – Harrow

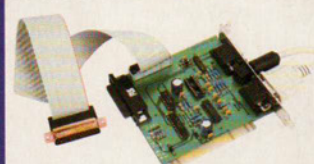
WEIRD SCIENCE
The 10 winners of the Learning Curve CD are:
D.V. Baxter – Gloucester
P. Gill – County Antrim
A. Watkinson – Leeds
C. Mason – Glasgow
M. Donachie – Kings Lynn
J.E. Gibson – Weston Super Mare
R. Chambers – Carlisle
D. Buckley – Uxbridge
J. Kennyford – Farnborough
B. Cutler – Beckenham

EMC
Three sets of Phase 1, 2, 3 and 4:
Paul Flanagan – Bolton
Sue Parr – Manchester
Edward Ingilby – Sudbury

T3
Swatch pager and subscription:
G. Hough – Boston

T3 SUBSCRIPTIONS
D. Buckley – Uxbridge
C.T. Carr – Wakefield
Szabo Sandor – Noszlopy, Hungary
Terry Payne – Manchester

HIQ LTD.
3 x Siamese systems:
Timothy Ruffle – Stockton On Tees
J. Barry Henderson – Stimington
Valerie Karatzaz – Bristol



TOTAL FILM
Carry on Books:
C. Teitge – County Antrim

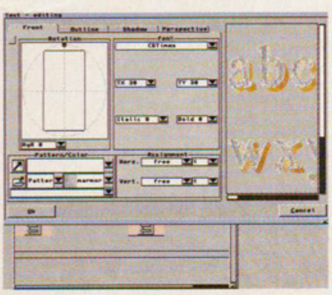
ARCANE
£250 worth roleplaying gear:
Andy Cannell – Maidstone

SFX
Enterprise model and subscription: Jamie Tynan – Gosport

SFX SUBSCRIPTIONS
Tony Gill – Barnsley & Dane Waters – Lucindale, South Australia

Monument to Video

Monument Designer V3 Pro from proDAD, a comprehensive package covering titling, picture editing and composition, is now available in English. Version three includes new features such as animated alpha channel, Screen-Alpha-Mask, animated textures, 3D effects, a colour wheel defining any colour in any transparency, printer output for video covers, timeline overlaps, punching masks etc... in up to 32–bit quality, not forgetting bubble help for ease of use. *Monument Designer V3* for *MovieShop* is included, offering an animated alpha channel on the video signal. *Monument Designer V3* is DM 599 (incl German VAT) (about £240). Call or fax proDAD International on +49 2206 82728 for your local dealer, or try their homepage at **www.prodad.de.**



English version now available.

VIEWSONIC UPGRADES ITS ECONOMY MONITOR SERIES

There are two welcome newcomers to the lower priced end of the monitor market. The ViewSonic E641 comes complete with digital controls and a high 86Hz refresh at 800x600. The ViewSonic E655 features OnView controls and a flat square screen.

Buyers can now enjoy a cost-effective screen with features normally found on more expensive models. With a fine dot pitch of 0.28mm and high non-interlaced resolutions they produce sharp images and vivid colours. Both have anti-glare, anti-static screens and comply with MPR-II regulations with reduced heat emission and power consumption.

The E641 and E655 are now available at an estimated street price of £159 and £219 respectively (excl VAT). For full details call ViewSonic free on 0800 833 648.



Great features at a reasonable price.


Download a demo of the brand new version of Voyager.

I'VE BEEN FRAMED!

Vaporware, the authors of AmFTP and AmIRC have just announced the first prerelease version of Voyager Next Generation. This new version of the MUI-based browser is the first Amiga web browser to include true support for frames. Not only that, but it also now supports tables and many other HTML3.2 tags missing from the previous release. Internal decoding of GIF and Jpeg images is now supported and these images can be dithered to better match the screen palette used. For further details and a time limited demo version, point your browser at **http://www.vapor.com** to download your copy.

READY IN A FLASH!

The new Sportster Flash modem from US Robotics enables flash upgrade to its high speed x2 56Kbps technology. x2 gives downloads at nearly double the speed currently available over analogue lines, and has flash memory enabling future upgrades as new technology becomes available.

The Sportster Flash is £299 (incl VAT) including free trial offers to Virgin Net, NETCOM, AOL and CompuServe. Call US Robotics on 0118 922 8200.

GOLDEN IMAGE NEW DRIVES

Golden Image are launching a new range of eight speed CD-ROM drives. The units are high speed ATAPI drives and can be connected to your Amiga in a number of different ways. Firstly, if you have a big box Amiga with a 5.25" bay you can fit them internally, but if you have an A1200 you can choose between using a PCMCIA ATAPI interface, an internal connector that converts your 2.5" IDE ribbon to the 3.5" format necessary to drive the CD-ROM and a 3.5" adaptor if you already have a 3.5" hard drive inside your A1200.

All models of CD-ROM drive come complete with a full commercial version of *IDEFix* – Oliver Kastl's popular CD-ROM filing system – free of charge. All three external units cost the same price no matter what interface you choose.

The external version comes complete with power supply for just £169 and an internal version for the A4000 will be just £129. If you have an A1500/2000, you'll get an IDE controller with the drive for only £139. Contact Golden Image on 0181 900 9291 for further details.



Treat yourself to a new eight-speed drive.


Carl Sassenrath

Sassenrath blows his top

Carl Sassenrath, one time upper atmosphere physicist at the South Pole and world famous creator of the world's first CD-spooling motion video in the form of CDXL, is undertaking a new project.

The man who had a big hand in the creation of the Amiga's operating system says he is fed up with bloated applications and operating systems that expand to take up available memory, processor time and hard drive space like some kind of digital gas (note that he almost certainly isn't talking about the Amiga here, if you know what I mean).

He is starting on a new cross-platform operating system that builds on the basis of a programming language that underlies everything and layers a small powerful operating system over the top of it. He has begun work on the language, known as Lava, which will come in several different, but compatible versions. The simplest will still be able to create little GUIs and act as an interprocess control language and batch language, but the larger versions will also be able to act as a multimedia backbone, offering device control and much more.

Uniquely, Mr. Sassenrath doesn't intend to sell his baby off to some multinational corporation beginning with M, but wants this to be a user-funded project. You can contact Carl Sassenrath at **lava@sassenrath.com** or write to him at PO Box 264, Calpella, California 95418, USA.

Net Corner



Warm up your browser and you could soon be getting hold of the latest software...



... or winning one of several huge cash prizes in a music competition...



...or perhaps just voting for your favourite Amiga software and hardware.

YOUR VOTE COUNTS!

US-based Gamasoft are running a competition to find the best Amiga software and hardware. If you want to vote, point your browser at: http://www.pantheon.macomb.mi.us/gamasoft/amigasurvey.cgi and choose your favourites.

NEED SOME SUPPORT?

Not all ISPs are terribly Amiga friendly, and even some of the ones which do supply Amiga owners with the relevant software, aren't always really up to date with the latest files and software available.

Tim Evans has created a web site which is the support centre for CentreNet, Internet Discovery, Pro Web, Technocom, Woden and Zetnet – but there is no reason why others shouldn't take advantage of it. As well as links to useful software, you will also find a new area listing the home pages of UK Amiga owners. If you have a homepage, why not add yourself to the list!

The Amiga UK ISP support page is located at: http://www.ch.qub.ac.uk/staff/postdoc/tim/support/homepages/homepages.html

REAL HARD DRIVING...

One of our faithful readers emailed us about this excellent web site for all things car related. Where else can you find links to all the official (and unofficial) web sites for virtually every car manufacturer in the world. Well, actually, I couldn't find an entry for Reliant, but never mind.

If you want to find great pictures of Rolls Royces, look for a definitive list of Rover dealers or find out exactly where you can get yourself an MG baseball cap, then this is definitely the place to be: www.carlounge.com

Sequel to Sadeness



Amiga Format **readers will be pleased to know that Sadeness are compiling an *AGA Experience Vol 3* CD, packed full with all the usual useful demos, utilities and games.**

Due to the large number of responses to the covermounted *AGA Experience Vol 1*, users have been requesting a volume 3. Sadeness were not planning to create an *AGA Experience 3*, but have now decided to continue the series further.

It will continue in the same 'ready-to-run/MagicWB' environment, containing 640Mb of the usual demos, utilities, games, MODs, pictures, slideshows, anims, mags and more.

The release date will hopefully be March '97 and it will retail at £14.99.

Sadeness are accepting pre-orders now, call 01263 722169 or readers can send an SAE for more details.

Also on the Sadeness front, *Amiga Format* was very pleased to learn that when we printed the results to their competition to name their CD-X, one eagle-eyed reader noted that his answer was the same as the winner's. He called Sadeness to tell them and, very kindly, they agreed to give him exactly the same prize! So well done to Mr. Robert Keany from Glasgow and nice one Sadeness.

BIG MONEY! BIG PRIZES!

What would you do with $15,000? Would you scrimp and save it to live idle in your later years? Or spend, spend, spend, giving enjoyment to yourself and employment to others? There is one way to find out – join the 1997 World Wide Songwriting contest!

All kinds of music will be catered for, and you could come away with thousands in prize money. So why not dust down your copy of *OctaMED* and fill in an entry form at: http://www.tvjobs.com/userpage/contest.htm

A NEW DEAL

The Deal Amiga club now have their own web site. If you live nearby and hadn't heard of the club before, why not pop along and visit them at: homepages.enterprise.net/screamingslave/dealamiga.htm.

CALLING ALL CANADIANS

There's no reason for you to feel left out – a new support site is available which focuses on Canadian users, but also gives piles of links worldwide. This site hasn't been going too long, so don't expect too much yet, but it does look promising... www.amigasupport.com



If you live in Kent, the Deal Amiga page (above) is worth checking out.



Mmmmm. An MG midget (right) which you too could own! (The picture anyway).

The Bradford Column



As L P Hartley said back in 1953, 'The past is a foreign country: they do things differently there.' They did when it came to games. The runaway success of Guildhall's recent EA and Microprose re-releases. makes one wonder how successful somebody would be in re-releasing REAL classics – those titles which have never been bettered on any format.

Strategy games, for instance, have never been more involving than *Kingdoms of England, Archon, Balance of Power* and *Populous*. And has there ever been a more glorious implementation of Scrabble than that which the Amiga had in 1989? Arcade games? How about *Marble Madness, New Zealand Story, Bubble Bobble* and *Rainbow Islands*? As fresh today as the year they were released (over a decade ago, in *Marble Madness*' case).

"Bubble Bobble and Rainbow Islands? As fresh today as the year they were released."

It's not just seeing Guildhall's fresh meat being eagerly devoured by software-starved punters that has had me thinking this way. After being suckered by my children into forking out for a PlayStation, I've been roped into participating in some of the latest state-of-the-art epics such as *International Track & Field* (pah! Give me *Winter Games* and *World Games* anyday), *Ridge Racer Revolution* (nowhere near *Stunt Car Racer* in terms of excitement) and *Return Fire* (is it only me who remembers Micro Illusions' original masterpiece, *Firepower*?). And this has led to many family arguments along the lines of 'Yes, it looks pretty, but come over to the Amiga and let me show you this...', 'Aww Dad, not again...'

In the wonderful world of interactive entertainment too many people seem to be in an indecent haste to bury the past and worship the new, even when new does not mean better or improved.

I'm not for one moment suggesting that everything was better then than it is now, I'm just thinking how nice it would be if today's generation of Amiga users had access to some of the true classics that were created back then and have never been bettered. I'm sure all *AF* readers could easily toss off a few suggestions of their own – why not share them with us?

Anyway, you'll have to excuse me now, I'm off to write a flight sim review for *The Oldie* magazine – now where did I put that copy of *Interceptor*...

Dale Bradford probably remembers very well the day The Who's "My Generation" was released, which amongst other reasons, prompts us to point out that the opinions expressed here are not necessarily those of *Amiga Format*.

"Give him an army of tiny soldiers and he's something of a nightmare..."

TINY TROOPS PAGE 38

Four horse race at Epson



Epson are releasing four new printers in their Stylus Color series. All offer fast, high quality printing at low prices using cutting edge MicroPiezo technology. The 720dpi and 1440dpi printers produce text at speeds of up to 4ppm in colour and 8ppm in mono, all in crisp, laser sharp quality using quick–drying inks.

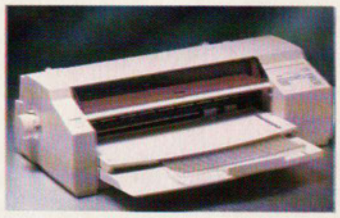
◀ EPSON STYLUS COLOR 600 – HOME AND BUSINESS
Incorporates Epson's AcuPhoto Halftoning technology for accurate colours and smooth graduation through improved ink formulas. Includes a free software package.

EPSON Stylus Color 600 is £329.



▲ EPSON STYLUS COLOR 800 – ALTERNATIVE TO LASER
Combines speed of a laser printer with Epson's PhotoReal colour quality at up to 1440dpi using Super MicroWeave technology to ensure banding is eliminated.

EPSON Stylus Color 800 is £479.



▲ EPSON STYLUS COLOR 1520 – FOR SMALL BUSINESSES
Replacing the Stylus 1500 this is the first four colour, high speed, 1440dpi inkjet printer capable of producing output at 960cps in draft and 480cps letter quality in 12cpi.

An optional PostScript RIP is available to enable Adobe PostScript files to be printed, this is ideal for proofing designs prior to final print.

EPSON Stylus Color 1520 is £899(excl. VAT).



▲ EPSON STYLUS COLOR 400 – A HOME PRINTER
An advanced 720 dpi four colour printer which is ideal for producing homework, correspondence, greeting cards, T-shirt transfers, newsletters etc. Included in the package is an on-line help facility and free software.

EPSON Stylus Color 400 is £255.

CALL EPSON ON 01442 611 44

Amiga Format's Top 10 Reasons to... get a CD-ROM drive

1 AFCD11

2 AFCD12

3 AFCD13, etc...

4 I think you get the idea. A CD-ROM drive is rapidly becoming indispensable in today's information-rich society. To be without one is to deprive yourself of masses of new software on our CD-ROMs and future serious software such as *Lightwave*, *Wordworth Office*, *Personal Paint*, *Cinema4D* and so on.

5 CD-ROM is also the ideal medium for big adventure games, such as the ones recently announced by Epic, which follow the LucasArts tradition.



6 Some titles are just impractical on any other format. Things like collections of type-faces, animations or clipart only really come on CD.

7 Rather than using your stereo you can also get your computer to play back audio CDs. This means that you get a nice interface on your Workbench screen.

8 If you get a CD-ROM burner, you can use it to back up your hard drives – it's the cheapest medium available with a price per megabyte of only 1.3p per megabyte.

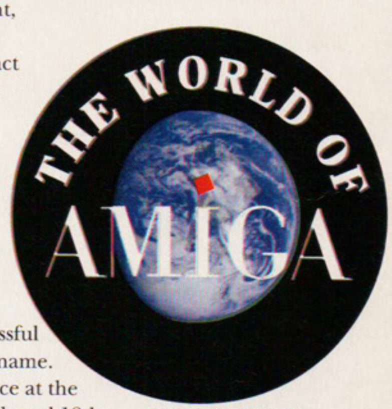
9 ...AFCD14

10 AFCD15...

Two show mayhem

You know how it is, you wait ages for a computer show and then two come along at (nearly) the same time. Last month, you may recall, we heard from Gasteiner who told us they were going to put on a show in March sometime, but the details had yet to be resolved. We can now reveal that the Spotlight Amiga 97 show will be put on at the Hammersmith Novotel – the *defacto* venue for all UK Amiga shows seemingly – on the 24th and 25th of March this year. For further details on the event, such as ticket pricing, etc., contact Gasteiner on 0181 345 6000.

The second show to be announced is the World of Amiga show, brought to you by the organisers of last year's highly successful event of the same name. It will also take place at the Novotel on the 17th and 18th of May. Admission prices will be £8 for adults and £6 for children. More details to come.



Two Amiga shows in the pipeline.

Upgrading doesn't have to cost the earth. In fact, it doesn't have to cost you a penny. John Kennedy brings you the definitive list of essential utilities to boost the performance of your machine.

Power Up

Everyone who owns a computer wants to make their machine that little bit faster, smarter and easier to use. Amiga owners are no different. The standard approach is to splash out on a faster processor, bigger hard drive and more RAM, and in an ideal world that's what we would all do. However, extra hardware costs money and not everyone has the dosh to spare.

The second best way to beef-up your Amiga is to make use of its hidden talent: the vast amount of free software available. Load some of these utilities, and your Amiga will run faster, load programs quicker, have more memory, work better, and look totally stunning. Best of all, the total cost: nil, zero, zilch. Of course, we strongly recommend you register any Shareware you use regularly – it's the only way to ensure the utility authors continue to support the Amiga.

So, here's the *Amiga Format* definitive list of essential utility programs which you should install on your Amiga. They're the best and most popular pieces of software and are used by thousands of Amiga users all over the world. Don't miss out on what it's like to have a state-of-the-art system: upgrade for free!

THE ESSENTIAL COLLECTION

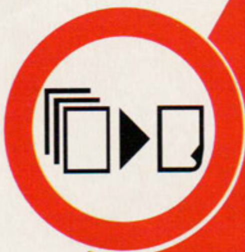
These are the programs and utilities which we here at *AF* (and a quick poll of various other dedicated Amiga users) consider the more useful pieces of software which can be loaded into an Amiga. They range from amusing toys, to powerful utilities which can increase performance, boost productivity and generally make your Amiga a lot more fun to use.

We've tried to be as broad in our selection as possible: there will always be several ways to achieve the same goal, and there will always be a choice of programs designed to do the same thing. Here you'll find some of the most original and best free software ever written.

All the programs listed are available from the Aminet Internet sites, and we've included the name of the latest CD-ROM set which includes the software, as well as the path to help you find it. You'll find many of these programs on other CD-ROM sets too, such as the *System Booster* CD-ROM from GTI. Finally, we've also rated the programs out of five to indicate exactly how essential they are. If you think we've left any out, make sure to write in and let us know!

THE TOP 50 UTILITY PROGRAMS

ARCHIVING UTILITIES



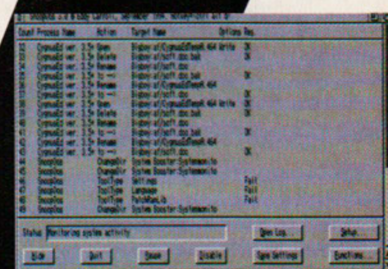
Save on valuable space by squashing your files.

1 What's it called? Lha
Who wrote it? Stefan Boberg
What is it? Archiving utility
What's it do? Lha is one of the Amiga's most popular archiving utilities. It will do two main things: take a large number of files and squash them into one file (the file which ends in lha, for example, games.lha) and it will also compress the files so they take up less space. For these reasons, Lha is perfect for storing files on CD-ROMs and for sending electronically. The program "Lha" will both archive and unarchive files.
Where is it? Aminet and everywhere else!
Rating: ✓✓✓✓✓

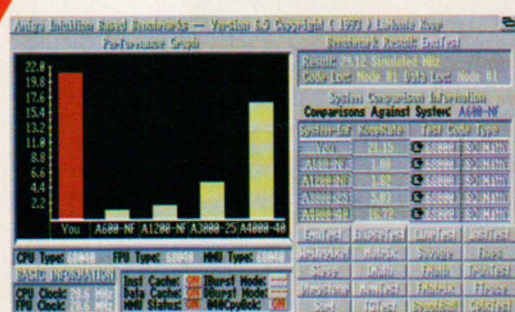
What's it called? DMS
Who wrote it? SDS Software
What is it? Archiving utility
What's it do? DMS is a disk masher. It takes an entire floppy disk, reads all the files, and squashes them into one file. This is great for distributing disks but is very awkward to use at times: you cannot extract a single file – it's the entire disk or nothing.
Where is it? Aminet and everywhere else!
Rating: ✓✓✓✓

MONITORS AND BENCHMARKS

3 What's it called? SnoopDos
Who wrote it? Eddy Carroll
What is it? System Monitor
What's it do? Watches to see what is happening in the background. Essential for diagnosing strange behaviour, such as missing libraries, or programs which fail for no reason. Use SnoopDos and find out what's really happening!
Where is it? Aminet (Set3) util/moni
Rating: ✓✓✓✓✓



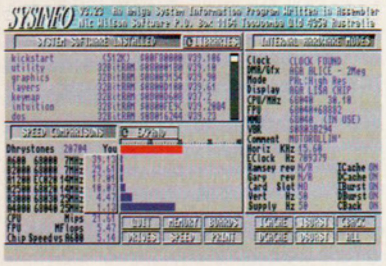
Keep an eye on what's happening behind the scenes with the aptly named SnoopDos.



AIBB allows you to check out just how fast your souped up Amiga really is.

4 What's it called? AIBB
Who wrote it? LaMonte Koop
What is it? Benchmarking program
What's it do? Tests every nook and cranny of your Amiga, but as the name (Amiga Intuition Based Benchmarks) suggests, pays particular attention to real world applications and reports back on the speed. Perfect for testing your new 040 card and gloating to your 030 based friends.
Where is it? Aminet (Set1) util/misc
Rating: ✓✓✓

Continued overleaf ➡



Discover exactly what hardware you have and even how fast it's going using SysInfo.

5 **What's it called?** SysInfo
Who wrote it? Nic Wilson
What is it? System monitor
What's it do? SysInfo quickly tells you what hardware you have installed, and performs a few benchmarks to calculate the speed. Maligned by many, but still a quick and easy way to gauge performance.
Where is it? Aminet (Set1) util/moni
Rating: ✔✔✔

WORKBENCH ENHANCEMENTS

6 **What's it called?** Class Action
Who wrote it? Gasmi Salim
What is it? Workbench enhancer
What's it do? Automatically associates an action with a type of file. It takes a while to configure, but once you've fine-tuned it, you'll love it. For example, click on a GIF and you can decide to view it or display – automatically.
Where is it? Aminet (Set2) util/wb
Rating: ✔✔✔✔

7 **What's it called?** Yak
Who wrote it? Martin W. Scott, GaÎl Marziou and Philippe Bastiani
What is it? Workbench enhancement
What's it do? What doesn't it do? Adds features to your pointer, stops the disk drive clicking when empty and makes tea.
Where is it? Aminet (Set3) util/cdity
Rating: ✔✔✔✔

8 **What's it called?** SwazInfo
Who wrote it? David Swasbrook
What is it? Workbench enhancement
What's it do? Updates the Workbench "information" command to include some new and cool features.
Where is it? Aminet (Set2) util/wb
Rating: ✔✔

9 **What's it called?** Angie
Who wrote it? Franz Schwarz
What is it? Workbench enhancement
What's it do? Provides a host of little tweaks to the OS, including some magic with pointers and windows. It also upgrades the priority of the active Window, making it more responsive.
Where is it? Aminet (Set1) util/cdity
Rating: ✔✔✔



A plethora of utilities all brought together in MagicCX.

10 **What's it called?** MagicCX
What's it called? Kai Iske
What is it? Workbench enhancement
What's it do? It's more a way of life than a program, as MagicCX brings together a large number of utilities into one modular system. Everything from clocks, screen blankers, window managers, anti-click utilities... if MagicCX doesn't do it, there's a good chance it doesn't need doing.
Where is it? Aminet (Set3) util/cdity
Rating: ✔✔✔✔

11 **What's it called?** ToolsDaemon
Who wrote it? Nico Francois
What is it? Workbench enhancement
What's it do? Add your own programs to the Workbench pull-down menu. This is a discreet and yet powerful way to make it easy to access your most frequently used programs.
Where is it? Aminet (Set3) util/boot
Rating: ✔✔✔✔



Decide which program you need running fastest and then use Executive to give it priority.

12 **What's it called?** Executive
Who wrote it? Petri Nordlund
What is it? Workbench enhancement
What's it do? Executive looks after every task running on the Amiga, giving priority to the ones you need to run fastest. This gives the impression your Amiga is running a lot faster, even with heavy-duty multitasking in the background. Use it, delete it and then see how long you can survive without it.
Where is it? Aminet (Set3) util/misc
Rating: ✔✔✔✔✔

13 **What's it called?** PowerSnap
Who wrote it? Nico Francois
What is it? Workbench enhancement
What's it do? Allows cutting and pasting between all Amiga windows. You don't know how useful this is until you copy a long filename and path from the Shell and post it into a requestor or word processor.
Where is it? Aminet (Set2) util/cdity
Rating: ✔✔✔✔

IF YOU CAN'T BEAT 'EM, JOIN 'EM

If you've been reading the in-depth series on emulation in *Amiga Format*, you'll know that it's possible to use your Amiga to mimic other machines. Not only is this an interesting challenge in itself, but you immediately gain access to the large amounts of software available for the other platform. Programs like *Quark Xpress* on the Mac, for example, have no equal on the Amiga.

Choosing which other computer to emulate is possibly the hardest part, but the list of possible machines your Amiga can pretend to be include the Apple Mac, PC, ZX Spectrum, Sinclair QL, Amstrad CPC, Oric and MSX.

14 **What's it called?** MCP
Who wrote it? Stefan Sommerfeld and Michael Knoke
What is it? Workbench enhancement
What's it do? Another "do everything" utility. It's really a matter of personal taste as to which of these monster commodities you use, but you really should consider trying as many as possible. MCP is definitely a strong contender for the definitive Workbench utility.
Where is it? Aminet (Set3) util/cdity
Rating: ✔✔✔✔

UNARCHIVING SOFTWARE

There is nothing more frustrating than downloading a program or finding it on CD-ROM and then not being able to use it because you can't open the archive it's stored in. Most of the time the program will be in an archive ending in .lha, such as "program.lha". The easiest way to unpack a file like this is to copy it to the RAM disk, and then open a Shell and enter:

```
lha -x ram:program.lha
```

For this to work you'll need a copy of the Lha program: if you don't already have it on a magazine coverdisk, you can download it from any BBS or Aminet site or obtain it from a PD library.

Similarly, programs compressed in other ways will need a matching program to decompress them. A file ending in DMS will require a copy of DMS – again, you will probably find this on a coverdisk.

AMINET

The Internet makes many wonderful things possible, and the Aminet is a good example. It's the definitive collection of freely distributable software, mirrored by many several large computer systems across the world, all linked to the net and all open for anyone to use. All you need is a dial-up Internet account costing £10 a month and you can download as many top programs as you want.

Programs stored on the Aminet are invariably archived into either LHA or DMS format, so make sure you have some suitable un-archiving utilities to hand before you start plundering.

If you don't have net access, it's also possible to buy various collections on CD-ROM. An Aminet CD-ROM is a cornucopia of software, and will take weeks to explore properly. Even one Aminet CD-ROM is all the reason you need to have a CD-ROM drive, although the *AF* covermounted CD-ROM should mean you have already upgraded your system...

One point to remember with any CD-ROM is that although you may own the collection, you don't own the software on it. Any Shareware fees are still due.

PD LIBRARIES

If you haven't got modem access and you don't have a CD-ROM drive either, you'll have to resort to getting your software the old-fashioned way: on floppy disk. There are still many PC libraries advertising in *AF*, and in exchange for some money they'll be happy to supply you with the programs you require on a disk.

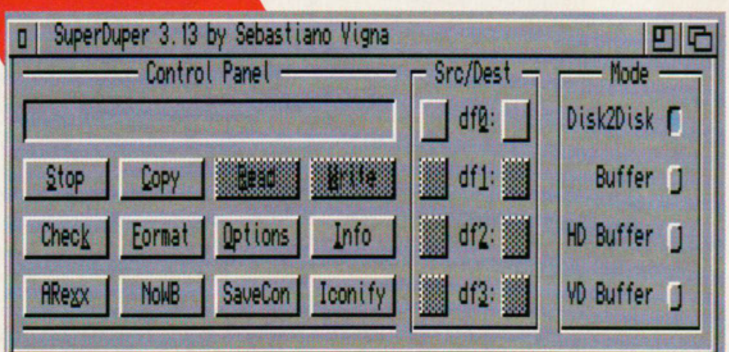
15 **What's it called?** NewEdit
Who wrote it? Uwe Roehm
What is it? Workbench enhancement
What's it do? Smartens up the standard String requestor, with better cut and paste. You can also perform useful extras such as inserting the time and date, or letting the computer automatically finish commonly used strings for you.
Where is it? Aminet (Set3) util/cdity
Rating: ✔✔✔

16 **What's it called?** VMM
Who wrote it? Martin Apel
What is it? Virtual Memory Manager
What's it do? Using the MMU present in some 68030 and higher processors, VMM manages to fool the Amiga into thinking it has up to 512Mb of free memory. It does this by temporarily storing data on hard disk. If your Amiga is up to the task, VMM is a superb way to get the most from heavy-duty software. A superlative piece of programming.
Where is it? Aminet (Set3) util/misc
Rating: ✔✔✔✔✔

17 **What's it called?** Degrader
Who wrote it? Chris Hames
What is it? Backwards compatibility utility.
What's it do? Switches off the extra bits and pieces which made the Amiga 1200 so cool, and so lets older software (typically games) run.
Where is it? Aminet (Set1) util/misc
Rating: ✔✔✔✔

18 **What's it called?** ToolManager
Who wrote it? Stefan Becker
What is it? Workbench enhancement
What's it do? ToolManager creates a user-definable strip of icons which can be placed anywhere on your Amiga's screen in all manner of ways. The icons provide a quick and easy way to launch your favourite programs. They also mean that you don't have to open up lots of drawers or mess around with menu utilities.
Where is it? Aminet (Set2) util/boot
Rating: ✔✔✔✔

DISK UTILITIES



Copy your floppies in no time at all!

19 **What's it called?** SuperDuper
Who wrote it? Sebastiano Vigna
What is it? Disk copier
What's it do? SuperDuper will let you format and duplicate floppy disks in seconds. It's designed to out-perform the operating system disk handling, and it does. Very useful to have at the ready.
Where is it? Aminet (Set1) disk/misc
Rating:✔✔✔

20 **What's it called?** ReOrg
Who wrote it? Holger Kruse
What is it? Disk utility
What's it do? ReOrg reorganises the data on your disk, in other words, it defragments it. After a while all the data stored on a hard drive gets scattered around, and this slows down the entire computer. Use ReOrg to put everything back in order and speed up your computer.
Where is it? Aminet (Set3) disk/optim
Rating: ✔✔✔✔

21 **What's it called?** FileX
Who wrote it? Klass Hermans
What is it? Binary file editor
What's it do? Back in the old days, all the Amiga tools used by real men ended in "X". FileX is a binary file editor. Load a file, and look inside at all the funny numbers. Try changing some to see if the program crashes. What fun!
Where is it? Aminet (Set1) file/misc
Rating: ✔✔✔

22 **What's it called?** PowerCache
Who wrote it? Michael Berg
What is it? Disk cache utility
What's it do? Speeds up your hard drive by temporarily storing data in memory. If you have a slow hard drive, and a few spare megabytes of memory then this is just what you need.
Where is it? Aminet (Set2) disk/cache
Rating: ✔✔✔



Don't despair – DiskSalv could still save the day.

23 **What's it called?** DiskSalv
Who wrote it? Dave Hayne
What is it? Disk utility
What's it do? Repair damaged floppy or hard disks. It could be the only way to recover valuable data if something has gone wrong.
Where is it? Aminet (Set3) disk/salv
Rating: ✔✔✔✔

24 **What's it called?** CrossDos
Who wrote it? Commodore
What is it? Disk utility
What's it do? CrossDos creates a new device called PC0: which can read and write MSDOS formatted floppy disks. This makes it a simple matter to share files with PC and Apple Mac owners. The only drawback is that A1200s only have double density drives which limits storage to 720K.
Where is it? Supplied with Workbench
Rating: ✔✔✔✔✔

25 **What's it called?** AmiCDROM
Who wrote it? Frank Munkert
What is it? CD-ROM Filesystem
What's it do? When you connect a SCSI CD-ROM drive to an Amiga, you also need a filesystem before you can read any disks. That's exactly what AmiCDROM does. It works too.
Where is it? Aminet (Set3) tools/useful
Rating: ✔✔✔✔✔

Continued overleaf ➡



If your hard drive is in fragments then DiskMon is the answer.

26 **What's it called?** DiskMon
Who wrote it? Jorg Strohmayer
What is it? Disk utility
What's it do? Edit files stored on disk at a very low level: and if that sounds too frightening, you can also defragment your hard drive, undelete files which have been erased and search for passwords in games.
Where is it? Aminet (Set1) disk/moni
Rating: ✔✔✔✔

SHELL TOOLS

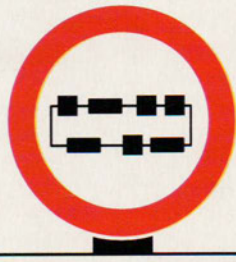
27 **What's it called?** KingCon
Who wrote it? David Larsson
What is it? Shell enhancer
What's it do? Replaces your Shell with one which looks very similar: except it now has scroll bars, filename completion, menus and is more mouse friendly. Once you've used it you can't do without it.
Where is it? Aminet (Set3): util/shell
Rating: ✔✔✔✔

COMMS

28 **What's it called?** Parnet
Who wrote it? Stefan Haefner and others
What is it? Networking utility
What's it do? Allows you to connect your Amiga to another Amiga and share files and devices. Very useful if the other Amiga has a CD-ROM drive for example, or if you want to connect your old A500 to your A1200 and use its hard drive. Parnet has evolved into many variations over the years, and the latest version can even connect to a PC running Windows.
Where is it? Aminet (Set2) comm/misc
Rating: ✔✔✔✔

29 **What's it called?** NComm
Who wrote it? Torkel Lodberg
What is it? Terminal emulator
What's it do? NComm really is one of the all-time greats. Used with a modem, it allows your Amiga to connect to a Bulletin Board or another Amiga. NComm is one of the two most popular terminal emulators on the Amiga.
Where is it? Aminet (Set2) comm/term
Rating: ✔✔✔✔

30 **What's it called?** AmiTCP
Who wrote it? Various
What is it? Networking utility
What's it do? AmiTCP is an Amiga implementation of TCP/IP, the networking protocol. It makes it possible to connect the Amiga to the Internet. AmiTCP is a fully featured system and comes with dozens of utilities including FTP and Telnet. You'll need some form of TCP/IP stack for running a Web browser, and this is one of the most comprehensive although it's far from easy to use.
Where is it? Aminet (Set2) comm/tcp
Rating: ✔✔✔✔✔



Get wired up and log on with the impressive AmiTCP.

31 **What's it called?** Term
Who wrote it? Olaf Barthel
What is it? Terminal emulator
What's it do? Term is the other favourite terminal program. Like NComm it will allow you to connect your Amiga to a BBS, read text and send and receive files. It's usually a matter of personal choice as to which you use, although Term has been updated to work with 030 and faster processors.
Where is it? Aminet (Set3) comm/term
Rating: ✔✔✔✔

GRAPHICS, ICONS AND COSMETIC UTILITIES

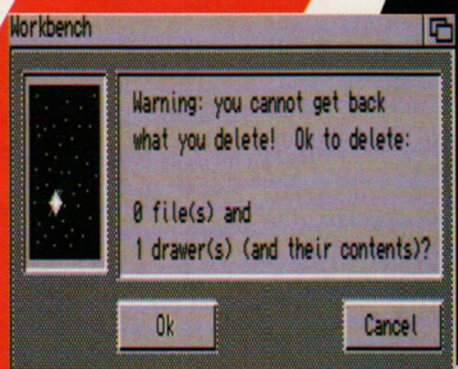
32 **What's it called?** MagicWB
Who wrote it? Martin Huttenloher
What is it? Workbench enhancement
What's it do? The definitive way to make your Amiga Workbench smarter. MagicWB is a set of icons, gadgets, fonts and backdrops which update your system and make it look simply stunning. Compared to a standard blue-grey Workbench screen, it's like getting a brand new computer and operating system.
Where is it? Aminet (Set2) biz/demo
Rating: ✔✔✔✔✔



If good looks are what matters then MagicWB is what you need. Just look at those sexy new gadgets and fonts!

33 **What's it called?** MUI (Magic User Interface)
Who wrote it? Stefan Stuntz
What is it? Workbench enhancer
What's it do? Oooh, controversial. MUI creates a new library of Workbench gadgets and so on, and makes it a lot easier for programmers to create user interfaces. But, MUI is a little resource hungry and this is seen as a bad thing. I happen to like it though!
Where is it? Aminet (Set3) dev/gui
Rating: ✔✔✔✔

34 **What's it called?** CycleToMenu
Who wrote it? Federico Giannici
What is it? Workbench enhancer
What's it do? Changes cycle gadgets to produce pop-up menus instead. This makes it a lot easier to select the option you need.
Where is it? Aminet (Set1): util/cdity
Rating: ✔✔✔



If requestors are going to have to pop-up, they might as well be good looking ones.

35 **What's it called?** ARQ
Who wrote it? Martin Laubach
What is it? Workbench enhancer
What's it do? Patches the standard Amiga requestors and replaces them with much, much prettier ones. Adds that final touch after you've tarted up your icons.
Where is it? Aminet (Set2) util/cdity
Rating: ✔✔✔✔

36 **What's it called?** NewIcons
Who wrote it? Nicola Samoria
What is it? Icon utility
What's it do? Creates a new way of displaying icons, and actively manages the colours to make sure they always look great. If you want a smart desktop, then this is definitely worth a try.
Where is it? Aminet (Set2) util/wb
Rating: ✔✔✔✔

37 **What's it called?** BlackHole
Who wrote it? Alan Singfield
What is it? Workbench enhancement
What's it do? Creates an icon on your desktop. Drag a file over it, let go and... wham! It's deleted. Like the Amiga's Trashcan but a lot more useful. See also "TrashMaster".
Where is it? Aminet (Set1) util/cdity
Rating: ✔✔✔✔

TOP TIPS FOR SPEEDING UP YOUR AMIGA

Don't use a 256-colour Workbench palette. The less colours, the faster the Amiga can shift them around. Sixteen is a good compromise.

If your Amiga A1200 still has only 2Mb of RAM, get a memory expansion. Yes, it costs money (about £80) but it will make a huge difference.

Try keeping as much data in memory as possible. It's much faster to read and write to RAM than even the fastest disk drive.

Make use of the RAD (Recoverable Ram Drive). It's especially useful when using DMS – unpack your archive to the RAD disk in seconds and then copy only the files you need to RAM.

Learn all the keyboard shortcuts. I know it sounds daft, but it'll save you a lot of time in the long run.

Use the right version of application software. If you have an FPU (floating point unit) on your accelerator, use an FPU specific version of the software. It will speed things up a huge amount.

Try Kickstart remapping. If your accelerator card allows it, use a utility to copy the Amiga's ROM into fast RAM. This can speed up some programs by 10 per cent.

Try running in NTSC mode. From the "secret" start up menu (press and hold the two mouse buttons when booting) try pressing the space bar to toggle into NTSC mode. Some software (especially games) will run faster, smoother and will fill the entire screen. Note: not all TVs and monitors can display NTSC.

38 What's it called? Trash Manager
Who wrote it? John Muir
What is it? Workbench enhancement
What's it do? Another trash can utility, only this one allows you to choose the icon and will also allow disks to be formatted if they are dragged into the bin.
Where is it? Aminet (Set2) util/app
Rating: ✔✔✔

39 What's it called? Viewtek
Who wrote it? Thomas Krehbiel
What is it? Graphics viewer
What's it do? Display images stored in all manner of formats from IFFs to JPGs, as well as play animations even directly from disk. One of the best image viewers around – and the author went on to write *ImageFX* so he knows what he's talking about.
Where is it? Aminet (Set1) gfx/show
Rating: ✔✔✔✔✔

40 What's it called? PictIcons
Who wrote it? Chad Randall
What is it? Icon Utility
What's it do? PictIcon converts graphic files into icons. This means you can at last have an icon made from a digitised picture of your own face!
Where is it? Aminet (Set2) util/wb
Rating: ✔✔✔

41 What's it called? NewMode
Who wrote it? Andreas Linnemann
What is it? Workbench enhancement
What's it do? NewMode detects any request for a program to open a screen. It can then patch the screen mode to the sort which you want. This is especially useful if you have a graphics card, and need to force older programs to run on it.
Where is it? Aminet (Set2) util/cdity
Rating: ✔✔✔

42 What's it called? MagicMenu
Who wrote it? Martin Korndorfer
What is it? Workbench enhancement
What's it do? Redefines the Amiga menus, and allows them to be used anywhere: not only at the top of a screen. New menus are more "3D" in appearance.
Where is it? Aminet (Set1) util/cdity
Rating: ✔✔✔

TEXT EDITORS

43 What's it called? GoldED
Who wrote it? Dietmar Eilert
What is it? Text editor
What's it do? A superb Shareware text editor, which looks lovely and is crammed with features. If you only pay for one Shareware program then this could be the one to go for. Can you buy a commercial editor this good? Not any more.
Where is it? Aminet (Set2) text/edit
Rating: ✔✔✔✔✔

44 What's it called? EdWord
Who wrote it? Martin Reddy
What is it? Text Editor
What's it do? Another top-notch text editor. But why are there so many programmers called Martin? Try before you buy, and then send off the registration fee.
Where is it? Aminet (Set1) text/edit
Rating: ✔✔✔✔

MISCELLANEOUS

45 What's it called? StickIt
Who wrote it? Andy Dean
What is it? Workbench enhancement
What's it do? Run StickIt and you can leave little notes all over your Workbench to remind you to do things.
Where is it? Aminet (Set1) util/wb
Rating: ✔✔✔

46 What's it called? MousoMeter
Who wrote it? A looney
What is it? Workbench toy
What's it do? Every wondered how far your mouse has moved? Wonder no more – run this utility and you'll know for sure.
Where is it? Aminet (Set1) util/cdity
Rating: ✔✔

47 What's it called? Homer
Who wrote it? David Swasbrook
What is it? Desktop toy
What's it do? Creates a miniature Homer Simpson on your desktop to keep an eye on you and offer helpful and succinct advice when things go wrong.
Where is it? Aminet (Set3) util/wb
Rating: ✔✔

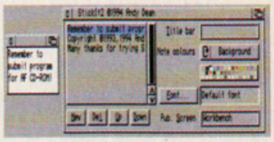
48 What's it called? Spliner
Who wrote it? Tom Rokicki and Sebastiano Vigna
What is it? Screen blanker
What's it do? After a pre-set time period, Spliner clears the screen and draws lots of coloured squiggles. It's supposed to stop your screen from "burning in" if you leave it unattended for a long time, but in reality it's a load of pretty colours.
Where is it? Aminet (Set1) util/cdity
Rating? ✔✔✔

49 What's it called? Gblanker
Who wrote it? Michael D Bayne
What is it? Modular screen blanker
What's it do? Garshneblanker is another screen blanker, but one which accepts a host of special "modules", each with different visual effects, and will randomly flip between them. Very impressive waste of computer resources! Also look out for ASwarmII and FT.
Where is it? Aminet (Set2) util/blank
Rating? ✔✔✔✔

50 What's it called? DPMS
Who wrote it? M. Spets
What is it? Screen blanker
What's it do? This blanker attempts to trigger the DPMS features of special monitors connected to CyberGFX compatible graphics cards. What this means is that after a period of no activity, your monitor will actually turn itself off. Of course, this means you can't see your other fantastic blankers, but that's progress for you.
Where is it? Aminet (Set3) gfx/board
Rating: ✔✔



"Looks lovely and crammed with features" Guessed yet?



You'll never forget to send us your reader contribution again.



Some things are useful – others just downright silly - Doh!

THANKS TO...

Many thanks to the following CIX users who helped out by listing their favourite Amiga software. Thanks to: drgaz, sifox, durlstonp, scroucher, alewisa, rsmedley, twillets, pdarton, pnolan, tricky, jazzie1, dbarnard and cgilliard. Much appreciated, chaps!



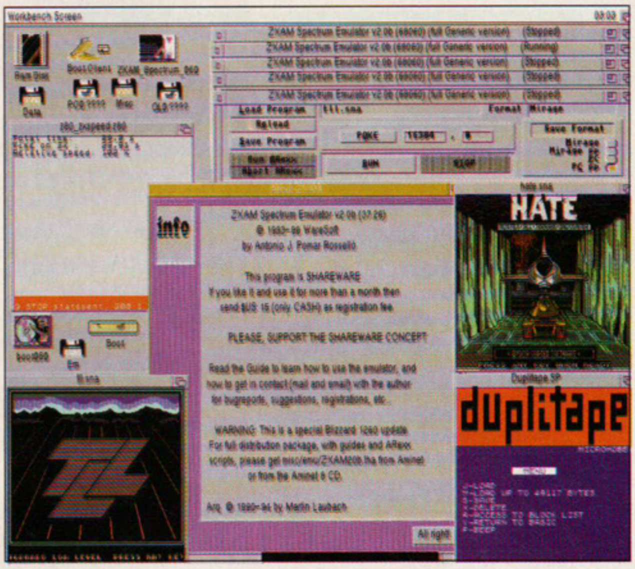
Emulators Part 7

ON THIS MONTH'S CD

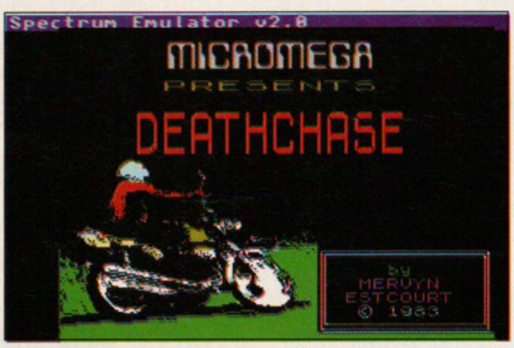
AFCD11: IN_THE_MAG/Emulators

SPECTRUM EMULATION

Sinclair's ZX Spectrum was Britain's best-selling micro. Simon Goodwin explores Amiga emulators for this popular machine.



ZXAM with five spectrum emulations on Workbench running simultaneously on a 68060!



3D Deathchase made up in speed what it lacked in graphics.



Driller – it takes practice to make out those 3D patterns.

The Amiga has half a dozen Spectrum emulators. Most of them are excellent, with their own distinctive features. But why should anyone want to emulate a Spectrum?

THE SPECTRUM STORY

Uncle Sir Clive Sinclair sold millions of Spectrums in the 1980s, generating an unprecedented amount of home computer software. This was the key to its success. 48K Spectrum clones have been mass-produced in Brazil, Portugal, India and Eastern Europe, where they're still popular. The last UK news-stand Spectrum magazine closed years ago, but there are still at least twenty active Spectrum software publishers in the UK alone.

The Spectrum was introduced in 1982, following Sinclair's 1K ZX-80 and ZX-81 models. It was the first Sinclair machine with colour and sound, and arrived just as the home computing world expanded from a clique of DIY programmers and hardware hackers into a mass market of games players.

It cost less than £200 and had a relatively fast, reliable cassette interface. Joysticks, disks and Sinclair's own quirky 'microdrives' arrived soon after, in various incompatible formats.

The Spectrum hardware is simple and fairly easy to emulate. The processor is a Zilog Z80, a relatively complicated eight bit chip, originally with 16K or 48K of memory. Sound was rudimentary at first, with a single-bit output controlled by the processor, working a tiny and almost inaudible speaker.

In 1986, after some four million sales, Sinclair upped the memory to 128K, using a complicated bank-switching system as the Z80 can only see 64K at any time, and fitted a three channel square wave sound chip like MSX and Amstrad CPC micros. The majority of releases continued to be compatible with the 48K model, although some use the sound chip. There is no way to emulate full 128K games in the Amiga operating system yet, but almost all the 'classic' Spectrum programs work on a 48K system.

A year later Amstrad took over Sinclair, and continued the range with the Spectrum Plus Two, with a cassette deck 'glued on', followed by the CP/M compatible Spectrum Plus Three, with a built-in Hitachi three inch disk drive, like the CPC and PCW computers. Otherwise it was just a Spectrum 128 with extra ROM in a new box.

COLOUR CLASH

The Spectrum display was both a strength and a weakness. It had 15 colours but limited their organisation to economise on memory. Attributes allowed 256 by 192 pixel resolution on a colour TV, using only 6.75K so games were fast but limited in colour. Large areas can be re-coloured at speeds Amigas strain to match, but ugly 'attribute flicker' appears when two differently coloured objects occupy the same character square, and everything must be drawn directly into the single, fixed display area.

AMIGA SPECTRUM EMULATORS

ZXAM and Speculator have the most features and over 100K of AmigaGuide documentation. Unsurprisingly they're both Shareware, though inexpensive and unrestricted. Spectrum and Speccylator are more basic, but sometimes faster. The table compares features and compatibility.

ZX EMULATORS AT A GLANCE

Emulator	Versions	Status	Workbench	CPU	Joysticks	Load	Snapshot	Save	Print	POKEs	Tapes
KGB 1.3	1	F	1.3	68000	N	K		K	N	N	N
Spectrum 1.7	4	F	1.3+	ANY	K	M		M	N	N	Y
ZX-Spectrum	1	S $10	2+	ANY	N	O		O	?	N	Y
ZXAM 2.0b	5	S $15	2+	020+	S K C	Z M B P		Z M	Y	Y	Y
Speculator 97	1	S #10	2+	ANY	K	O Z M B D		O	Y	Y	Y
Speccylator	3	F	2+	ANY	N	M		M	N	N	N

KEY

Status:
S=Shareware
F=Free

Joystick emulation:
K=Kempston,
R=Sinclair,
C=Cursor

Snapshot formats:
Z=Z80
M=Mirage
B=KGB
G=MGT
P=PC
O=Own



Matthew Smith's Spectrum platform classic, *Manic Miner*.

KGB

The 'KGB' Amiga Spectrum emulator ran – slowly but reliably – on the old A500. It was written by Troels Noerdergard of Denmark and developed to version 1.3. It was impressive a decade ago, but now it's obsolete, as it won't multitask and is incompatible with Kickstart 2, although still in some PD libraries.

SPECTRUM

New Zealander Peter McGavin's eponymous Spectrum is a veteran, last updated in 1993, Spartan but still strong. The best emulator compatible with Kickstart 1.3, it can load snapshots from Amiga disks and cassettes via a sound sampler. It stores BASIC files in two parts on Amiga drives and has rudimentary keyboard handling, emulating the original 40 keys and multiple shifts without concessions to the Amiga's advantages.

ZXAM

ZXAM, Shareware from Spain, comes in five versions, including special ones for AGA and 68060 systems. It's the only emulator with ARexx support and a machine code monitor. It emulates the popular AGF, Kempston and Sinclair joystick interfaces but many keyboard symbols must be typed the hard way, with Sinclair's multiple-shift scheme.

ZXAM can monopolise the Amiga for top speed, or run several copies at once on shared or separate screens. It can automatically powerpack files as it saves them in Z80 or Mirage format, and recognises KGB and PC snapshots too, although I found it rather picky in practice.

It can load cassettes via a DIY adapter for the joystick port and emulates the Spectrum 128 sound chip, as well as the basic Spectrum sound channel. The author Toni Pomar proudly lists about 50 programs that benefit from this feature, but full 128K emulation remains on the back-burner.

ZX-SPECTRUM

ZX-Spectrum 4.7 is shareware from Holland by Jerome Kwast. It's not particularly system friendly, lacking icons and crashing on 68040 or above, even with caches disabled. It doesn't like multisync displays, either.

The emulator comes in four versions, with screen updates by processor or blitter and optional support for Sinclair's Interface 1 – an unique advantage, if you've already got the necessary ROM image. It uses its own snapshot format, with a converter for Mirage files, which I couldn't get to work. It does support ZX BASIC filing and the CAT command to show a disk directories. Jeroen promised a Spectrum 128 version a couple of years ago but there's been no news since.

SPECULATOR

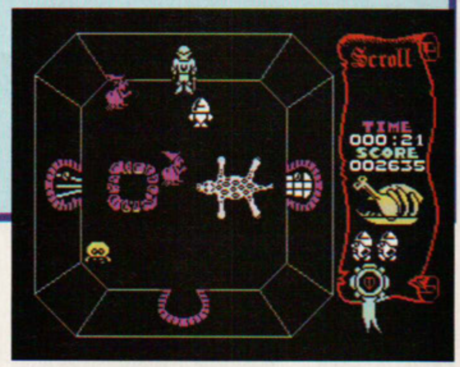
William James' Speculator is UK-developed, derived from Speculator 93, a Qdos PD release, but much more powerful in its Amiga-friendly incarnation. Keyboard handling is exemplary and you can enter commands and programs letter by letter, rather than with keyword shifts. Like ZX AM it has a window in which you can enter published 'POKEs' to change game behaviour; for example POKE 36477,1 lets *Jet Set Willy* fall without dying...

The second Amiga version, Speculator 97, has an improved AmigaGuide and automatic installation. It has support for automatic scan doubling on multi-sync displays and recognises six types of snapshot, saving in ZX82 format with optional compression. It comes with good Z80 tools but no single-step option, which is a pity because in other respects this is much the best emulator for new programming.

SPECCYLATOR

Richard Carlsson's Swedish Speccylator is the latest arrival on the Amiga, and an impressive debut. It is free, simple and works well, although the keyboard handling assumes a US keymap. Source is available, so this one may

Continued overleaf ➡



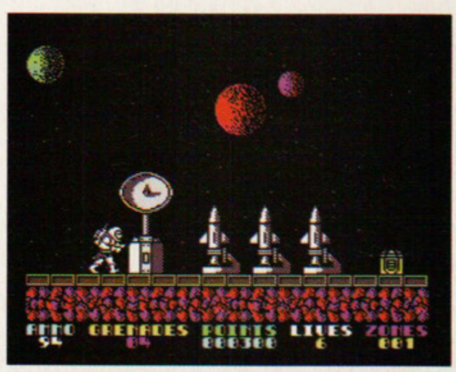
Ultimate's classic arcade adventure, *Atic Atac*.



***Ant Attack*: Sandy White's Softsolid 3D was a real breakthrough in 1983.**



***Dan Dare:* This game turned the Spectrum attribute graphics to its advantage.**



***Exolon* – the distinctive graphic style of Raff Cecco.**

CROSS EMULATION

Apple Mac Spectrum emulators work well on the Amiga with Shapeshifter or Emplant, although you need a fast processor and display. I tested Mac Speccy 1.1 and Mac Spectacle 1.5 on an A4000/040. Mac Speccy 1.1 is PD, fast and works well even on a two-colour ShapeShifter screen.

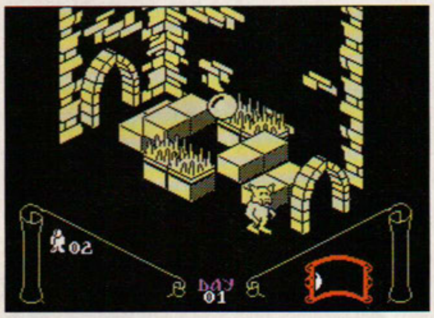
Mac Spectacle is slower and needs at least 16 colours, but it does not restrict you to a fixed-sized display – you can stretch and shrink the screen to fit your desktop. Power Spectrum is currently only available for Power Macs, but should suit Mac emulation on the promised Power PC Amigas.

Spectrum emulators for Qdos offer 128K emulation, which none of the existing Amiga emulators can handle, but 128K sound cannot be done justice on Qdos hardware. Ergon's ZM/HT generates 68000 code as it goes along, making it faster than the rest but greedier for memory. It's a bit hard to get going on a fast Amiga, but runs well on 68000 models, albeit in only four colours. Ergon publish several other Spectrum emulators for Qdos.

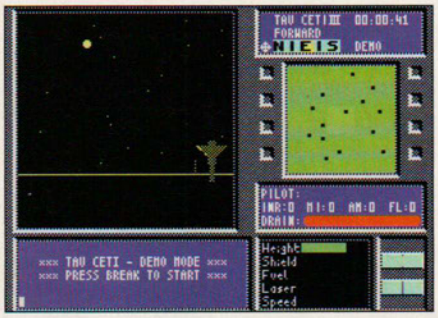
Spectator, from Holland, is friendly and easy to use, with full support for Spectrum 128 and microdrive emulation, but assumes a German keymap and speed in 128K mode is disappointing, even on a 68040. Speculator 93 comes with full source code and utilities but only offers 48K emulation, and needs tweaks for later 68000-series processors.

Spectrum emulators for Unix include XZX, X128 and XZ80 for X windows. These need a fast Amiga as processor emulation is coded in C, and a graphics card for colours under NetBSD, the Amiga's freeware Unix. XCoupe runs 48K Spectrum software as well as programs for the 512K Super-Spectrum, MGT's SAM micro.

There are lots of Spectrum emulators for PCs, but double emulation makes them unusably slow. The best is Z80 by Gerton Lunter, but VGASpec, SpecEm, Warajevo and SP are all worth a look if you've got the Intel hardware to run them. Another, JPP, is based on Peter McGavin's Amiga Spectrum emulator and was the fastest around for a while.



Knight Lore **– uh oh, I seemed to have turned into a Wolf again...**



TauCeti **– a game that combined stategy with real-time gameplay.**

see rapid development and come to rival Speculator and ZXAM.

LOADING

Cassette loading is tricky, although most of the emulators attempt it. You should be able to load your own unprotected files with the ZXAM, Spectrum or Speculator interfaces – a tiny circuit, a sampler and a piece of wire respectively – but they all baulk at protected games and 'hyperload' files, which need microsecond-accurate emulation. ZXAM and the Aminet utility TOOT can save Spectrum tape files from an Amiga.

Most people prefer to skip that inglorious aspect of Spectrum emulation and use files that are already on disk or the net. Most are supplied as snapshots – images of computer memory.

PD programs like SPCONV convert between 'snapshot' memory image formats and read real Spectrum disks. Most use shell commands but it's more convenient to teach the Amiga to treat them like any other disk, with Frank Swift's MGT handler for SAM, Disciple and Plus D formats.

Edward Vermuelen's ZX datatype, from Aminet, lets Multiview, VT, and *Photogenics*, among others, read screen images in Speculator ZX82 or raw Spectrum format.

SPEED TESTS

All these emulators need a 68030 or better, although many programs work acceptably on a 68020 with fast memory. An unexpanded A1200 is hardly equal to the task and 16-bit Amigas will struggle to run anything but text adventures at reasonable speed.

Simple tests in ZX BASIC suggest that Speccylator is potentially the fastest emulator around at the moment, edging ahead of Peter McGavin's Spectrum. Both average five times the speed of a real Spectrum on a 50MHz Cyberstorm 68060, or 18MHz in Z80 terms. Speculator comes close behind and takes fewer short cuts.

All these must be slowed down – by running other tasks, or disabling processor caches – before most games are playable on a top-specification Amiga. ZXAM is unique on a fast Amiga, the only one that can deliberately limit its speed to 100 per cent on machines that might go much faster.

KGB and ZX-Spectrum crash on the fastest machines, but deliver reasonable although not stunning performance on older models. KGB is incompatible with Workbench 2 and 3, and ZXAM crashes 68000s, requiring a 68020 or better.

An original 68000 Amiga must pull out all the stops to get even a quarter the speed of a real Spectrum. Speccylator and Spectrum include special, stripped down versions that cut corners in emulation for top speed. Most games work, but some crash, and quite a few display scores wrongly because of non-fatal errors in the tricky emulation of decimal instructions.

Speculator dynamically re-codes itself to suit the processor. It's the quickest fully-compatible emulator on a 68000. The standard version of Spectrum comes next in speed, with ZX-Spectrum, the strict Speccylator and the KGB emulator bringing up the rear, about a sixth the speed of real Spectrum BASIC.

CONTACTS

The *Amiga Format* cover CD contains ZXAM, Speccylator, Speculator 97, the full Spectrum manual, ROM and FAQ files, ZX_Datatype, SPhandler, ZA80 cross-assembler, classic games now released to the PD, and more.

The Speccy 96 CD contains snapshots of thousands of Spectrum games, some useful documents, half a dozen Amiga Spectrum emulators and others for PC, ST and Acorn Archimedes, plus over 200Mb of unrelated files. There are some Amiga Spectrum emulators and lots of snapshots on the *Emulators Unlimited CD*, but Aminet is better if you're more interested in the latest emulators than in snapshots of games. The CDs were supplied by Weird Science Ltd, 1 Rowlandson Close, Leicester LE4 2SE.

The greatest repository of Spectrum goodies on earth is on the net at: ftp.nvg.unit.no, in directory /pub/sinclair, but service can be slow even though it's only just across the water in Norway. The Usenet newsgroup comp.sys.sinclair is lively and sometimes informative.

New Spectrum programs reach an enthusiastic following, supported by amateur magazines on disk and paper. *Crashed* is a witty and informative Spectrum fanzine with occasional cover tapes, disks and even full-colour covers. 20 page A4 issues cost £1.50 each, from Crashed, 16 The Avenue, Manston, Leeds LS15 8JN. The ZX Files started life as a Spectrum fanzine on Amiga disks, but now comes out on paper, from Paul White of 30, The Rowans, Wetherby, West Yorks LS22 5EB.

Almost all the Amiga Spectrum emulators are available from Aminet, in the misc/emu directory. If you have no modem or CD-ROM drive, check out regular Amiga PD suppliers, who have a good selection, but make sure you get the latest version and all the documentation and support files.

NEXT MONTH

Next issue, if Blittersoft and Wizard are on time, it's the big one – PC emulators for the Amiga. Do they work, and are they useful? Two new emulators, PCX and PC Task 4, have (almost) arrived to compete with hardware solutions like Bridge Boards and the Siamese system. They join the trail blazed by Transformer, IBEm, Emplant 586 and earlier versions of PC Task. What is it about the PC that makes it worth all this effort? Find out next month.

AROUND THE WORLD WITH INTERNETFC



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Andy Smith

Things continue to stay on the up as far as new games go. This month sees the release of four brand-spanking new titles – ranging from the quite poor to the almost excellent. Our readers prove themselves to be a creative bunch, yet again – remember to include a recent photograph of yourself if you're sending something in. As for tips, we're continuing our series of complete solutions. Again, this is a section of the mag that really benefits from your input. Just remember, you'll be helping loads of people out!

AMIGA FORMAT'S REVIEW POLICY

Every month we scour the world's software houses for the latest and greatest Amiga games. We try to ensure we keep you as up-to-date as possible and we'll stop at nothing to bring you the best, definitive, no-nonsense reviews of the games that matter.

WHAT OUR REVIEW SCORES MEAN

90+% The crème de la crème. Only the very best, most playable and original games are awarded an *AF* Gold – the most highly prized rating there is.

80-89% These games are very good, but due to minor flaws are not the finest examples of their genre.

70-79% Good games which are worth buying, especially if you have a special interest in a game type.

60-69% Average releases with somewhat limited gameplay and appeal. Games in this category tend to be flawed.

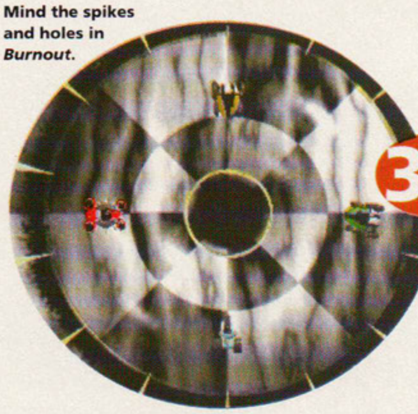
50-59% Below average games which are unlikely to impress your mates or your wallet. Avoid.

40-49% Overwhelmingly poor quality games with major flaws and appalling gameplay.

Less than 40% The absolute pits.



F104s, Lightnings and MiGs. *Jet Pilot*'s got 'em all.



Mind the spikes and holes in *Burnout*.



Swinging cats around has never been more fun.



The Furfurians prepare to wage war in *Tiny Troops*.



Discover exactly how to complete that old fave.

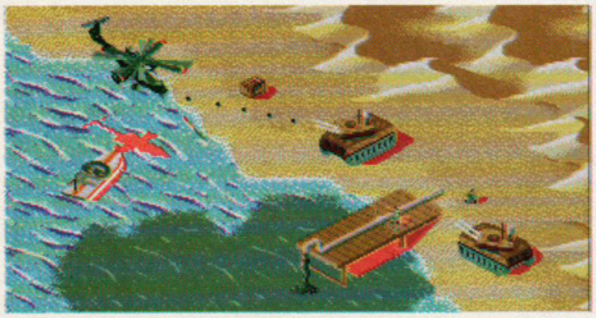


A fine example of another excellent Reader Game.

Previews Special

Andy Smith looks at some Electronic Arts classics due for re-release on Guildhall's Acid label.


Thoughts turn to burgers in *Theme Park*.


Thwart the dastardly Kilbaba in the exhilarating *Desert Strike*.


PGA Golf and not a Pringle sweater in sight.


Space is deep and it's so endless - especially in *Wing Commander*.



'In a fifty mile race I am the best, I ride five miles and skip the rest...'

There's a big gap in your Amiga gaming history knowledge if you missed out on these the first time round. Read on and redress the situation. You will be asked questions at the end…

THEME PARK

(OUT NOW)
£14.99
AF63 91%

One of the best Bullfrog-designed games and one that's more than stood the test of time. Once the bug gets you – and it will – you'll be planning, organising and managing your way right to the top of the leisure industry in this management sim that brings the genre bang up to date. *Theme Park*'s as much fun in '97 as it was when it first saw the light of day back in '94.

DESERT STRIKE

(OUT NOW)
£9.99
***AF46* 87%**

This game only scored 87% when it first appeared in May '93, but justice was done to the game when it was re-released in Feb '95 and scored a Format Gold. You're a helicopter pilot working your way through a set series of high-tension missions. It's a cracking game (the worst part of it was the dreadful cut-scene of your crashed helicopter when it was game over time), and I liked it so much I wrote a novel about it.

ROAD RASH

(OUT NOW)
£9.99
***AF41* 84%**

1992 saw the first release of this corking bike-riding, club-wielding racing game. Personally I think the game was way underrated at only 84%, but there are some that would argue differently. Quibbles about a few extra percentage scores aside, this is a classic game that must be snapped up – especially as you'll even get change from a tenner.

FIFA SOCCER

(OUT 19TH FEB)
£14.99
***AF65* 79%**

Nothing could ever take the *Sensible Soccer* crown (at least nothing yet) but EA had a decent stab at a decent soccer licence and came up with this laudable game. Well worth a look at, especially if you're fed up viewing your soccer matches from above with tiny sprites pegging it around at 100kph!

WING COMMANDER

(OUT 19TH FEB)
£9.99
AF44 83%

Featuring detailed raytraced, bit-mapped images, this was at the cutting edge of 3D technology back in March '93. It was a damn fun game to play too as you flew your starship around the Cosmos on individual missions or as part of a campaign. Not really like, or as good as, *Elite* but still more than worth your not-quite-ten-quid.

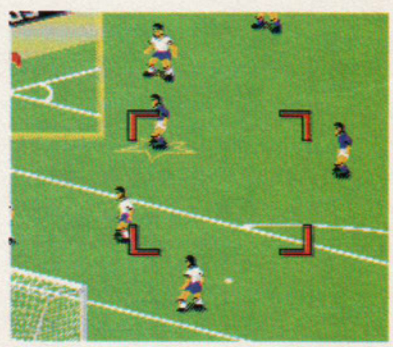
PGA GOLF

(OUT 19TH FEB)
£9.99
***AF22* 90%**

This top-quality golf sim's actually already had a few re-releases (and why not? It's a genre defining title) but it's still well worth checking out if you've not got it in your library. At the same time, Guildhall are re-releasing *PGA Tour Plus*, which is the same as *PGA Tour* but with three additional courses. *PGA Tour Plus* will set you back a very reasonable £14.99

AND SO TO THE QUESTIONS:

1. Why does cheese go stringy when it's melted?
2. Why is the foam in your bubble bath always white?
3. Why, when it's sunny in Winter is it still cold? Especially considering the Earth's at the perihelion of its orbit round the Sun in January? Answers on postcards please…


New perspectives to your soccer with *FIFA*.

THE MINI SERIES

VULCAN SOFTWARE LIMITED IS PROUD TO PRESENT



War has been raging on Agaris IV for the better part of 500 years. The Klutes and the Furfurians had always been enemies, even since the first pair of amphibious creatures crawled from the primordial ooze there had been animosity.

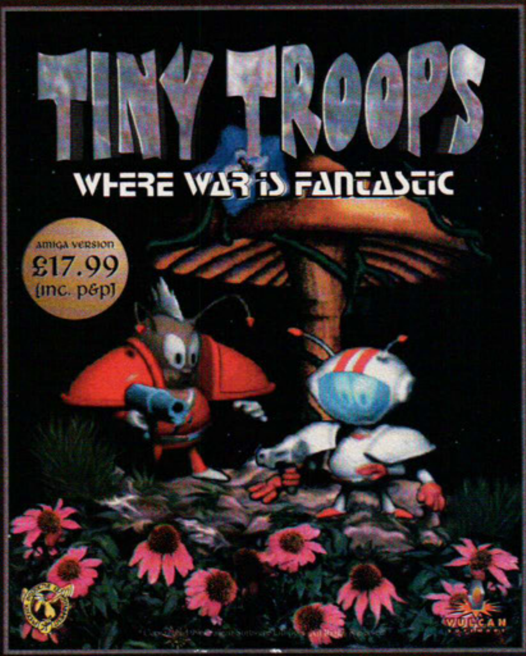
Back then the battles were fought over food and very basic things but now it is far more complicated with the two sides fighting for ... for the right to .... so they could .... well, just fight really.

But all this fighting has had a price, the constant bombardment is ripping the fabric of their planet apart and the only logical alternative is to find somewhere else to fight, after all it is impossible to conceive stopping the war.

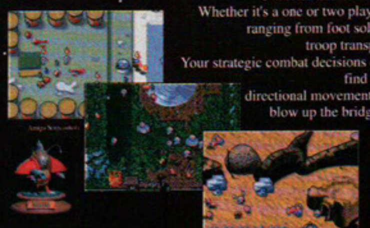
After successfully locating an isolated planet in the ninth quadrant, some 300 million light years away, tele-portation facilities were constructed to allow both armies to reach the planet and fight without harming their own world. As far as they could tell the new planet has no intelligent life.

The people of Earth were blissfully unaware that a war raged beneath their feet, this was because the Agaris scientists were looking on a similar scale to their own.

The people of Earth were a 100 times bigger than those of Agaris and as such, the ant sized creatures raged a war in gardens, toy rooms, on beaches and in the kitchen and no one ever knew.

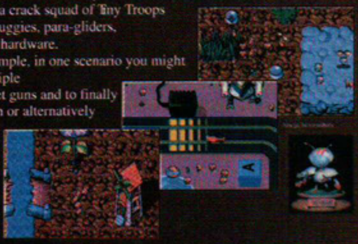


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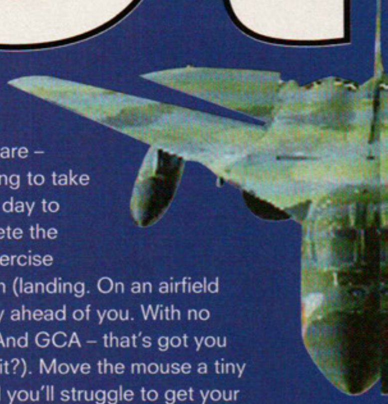
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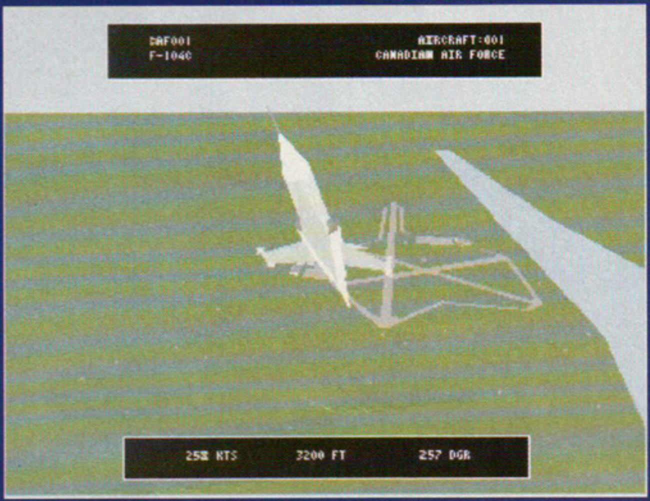




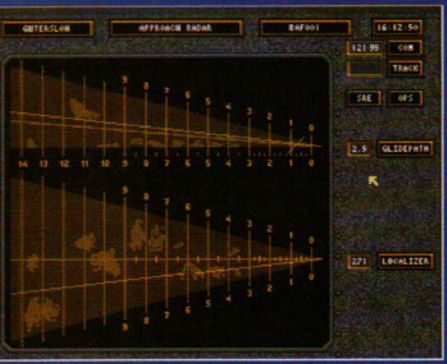
Jet

Want to know whether a highly detailed and involving flight sim is going to enthrall you? Andy Smith thinks you should be told...





The Canadian F104 thrusts skywards. Watching the action from outside the cockpit is always exhilarating.



imey. Now I'm completely stumped. What's the betting this a really important part of the game?

Vulcan's 'Mini Series' is becoming a bit of a saga actually, but that's besides the point. The point is that this game's far too fiddly to be any fun for anyone other than very serious and dedicated fans of fiddly flight simulators. Anyone who liked *B17* or anything that has some life and action would, most likely, not enjoy the experience quite as much.

What is it all about though? You've got two main aircraft: The Lockheed F-104 and the English Electric Lightning (you could earn the chance to have a little tinker about in a MiG but that's going to take some serious hard work) and Vulcan – quite rightly – are very proud of the fact that all the performance facts from the main aircraft have been studied and implemented so the game mimics the real planes' performances to within 10%.

Obviously, unless you've ever flown an F104 or English Electric Lightning that's going to mean very little apart from the fact that Vulcan claim it sorta, kinda, acts the way the real things do. But hey! I've never driven a Group C sports car before and thoroughly enjoyed games that claimed they sorta, kinda, acted in the same way, so we're all agreed that this is probably a good thing.

And that's where we start to get into trouble. The game manual is dire. Fine, there's an in-game manual that you can refer to. But even here there's a huge amount of assumed knowledge and lack of direction. Once you've tried working through the text (bright yellow on dull grey is remarkably difficult to read chaps) – with no idea what the terms relate to – you can try moving a mouse pointer round the cockpit to determine what on earth the gauges are. How am I supposed to know what a Tacan Offset 'Engaged' Indicator is? And do I need it?

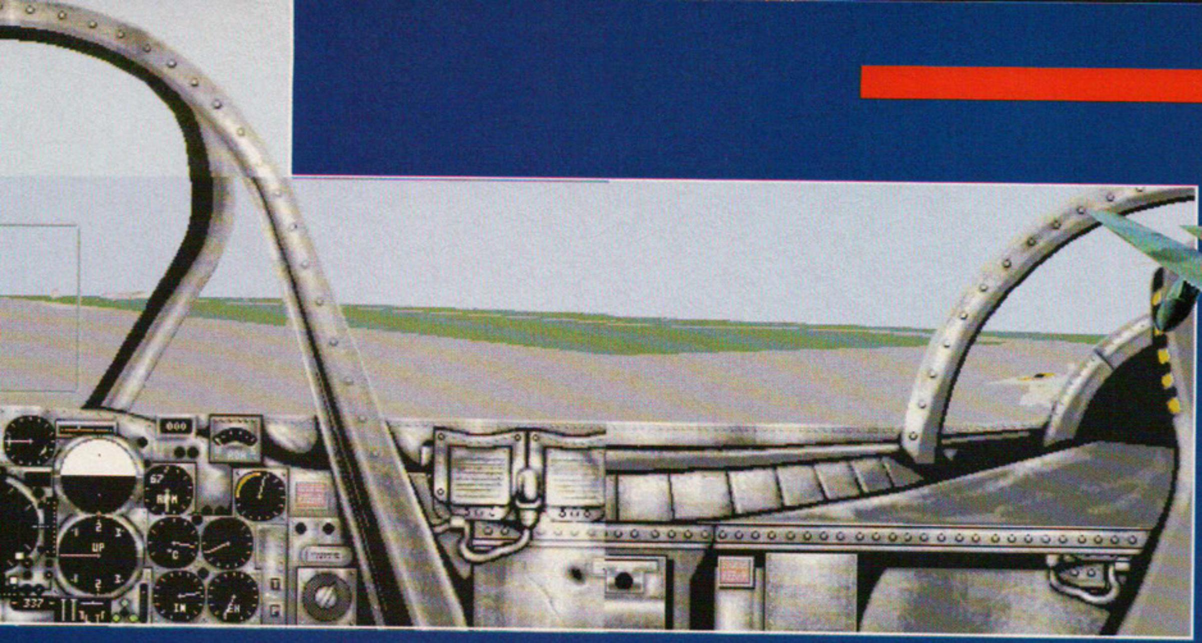
OK, so the manual's not that helpful, that doesn't have to reflect on the game, so let's stick to the point. Actually the point is it's still all such hard work. Controlling your plane is a nightmare – it's going to take you all day to complete the first exercise mission (landing. On an airfield directly ahead of you. With no wind. And GCA – that's got you hasn't it?). Move the mouse a tiny bit and you'll struggle to get your



Electric Lightnings in formation. There are plenty of formation exercises to be played.

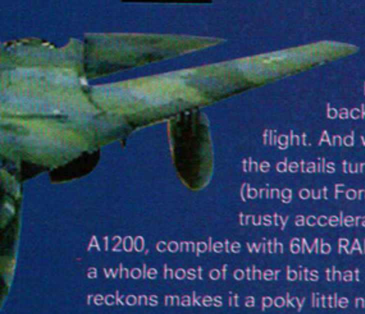


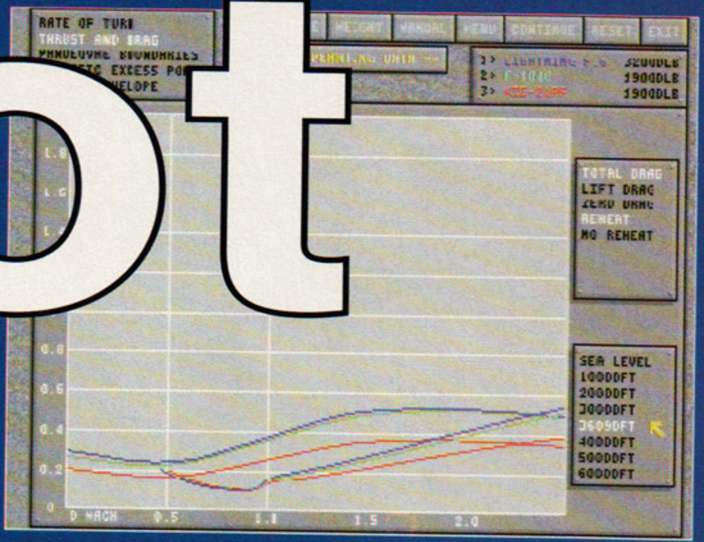
Another formation flying mission. This time with the Luftwaffe. Prepare for anything...





Pilot





Time to compare the total drag and thrust of the Lightning compared to the MiG and F104 at 39,060 ft.

plane back in level flight. And with all the details turned on (bring out Format's trusty accelerated A1200, complete with 6Mb RAM and a whole host of other bits that Ben reckons makes it a poky little number) you'll find it takes an age to react to your mouse manipulations.



Maintaining straight, level flight is not an easy thing to accomplish, so don't be complacent.



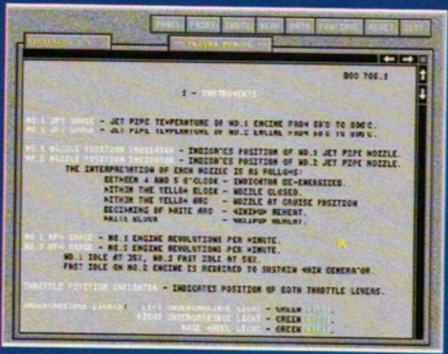
Another plane. Another outside view. The roar of the wind and engines is impressive.

I'm sounding like I'm having a real downer with this aren't I? I don't want to take it apart for the hell of it – as I said at the beginning, this is going to appeal to people who like over-fiddly jet simulations. I'm not one of them though because I like to be able to play games. And sure, I understand that some games take a while to get used to – often that's the sign of a very good game. *Civ* took an age to get used to but it's an all-time classic because it makes itself as available as possible to even a complete novice. But even after a few days trying very hard not to buy the farm after two minutes, *Jet Pilot* still leaves me cold.

But let's suppose you are keen as mustard for these sorts of games, what then have you got to look forward to? A total of 60 Practice, Exercise and Combat missions that will take you from Scotland to the Med. You'll be flying with wingmen, chatting to control towers and generally getting as close to being a real jet pilot as is feasibly possible. All good stuff then.

There's one thing I want to get absolutely clear here: Vulcan have prided themselves on getting as close to reality as possible. For that they are to be commended. All I wish to do is point out that you're going to have to be a person who wants as much reality in a flight-sim as possible. Casual game players who don't mind jumping into a jet for a quick dog-fight round the skies of Britain, Libya or anywhere else are going to find this far too dry and high-brow.

Which is why I'm only giving this 65%. The only way you're going to get the satisfaction the game could provide is by sheer hard work and dedication. Unless you're actually interested in the differences between the total drag and thrust of the Lightning compared to the F104 I'd go for something a little more erm, 'arcade experience' orientated.



The erm, less than helpful manual. Trying to work your way through this is a bit of slog I'm afraid.

PUBLISHER: Vulcan Software 01705 670269
PRICE: £16.99
VERSIONS: A1200
REQUIREMENTS: 1Mb Accelerator recommended
RELEASE DATE: Out now

GRAPHICS: ●●●○○
Clunky on anything but very low detail.

SOUND: ●●●○○
'Pshooooooooo' with the occasional robotic instruction.

ADDICTION: ●●○○○
With each mission requiring such hard work you'll be glad of the breaks.

PLAYABILITY: ●○○○○
Now this requires some serious effort to get into.

OVERALL VERDICT:
Strictly for the people who want to be up with the birds and it's still clunky, even on a fast A1200.

65%

Burnout

Climb in, turn on and *Burnout*. **Andy Smith** prepares for some serious road rage...

Hey! Let's have some scenario stuff for a change! *Burnout*'s a spectator sport for the masses. And they need some entertaining in 2045 because they're recovering from the latest war. All right, enough scenario already.

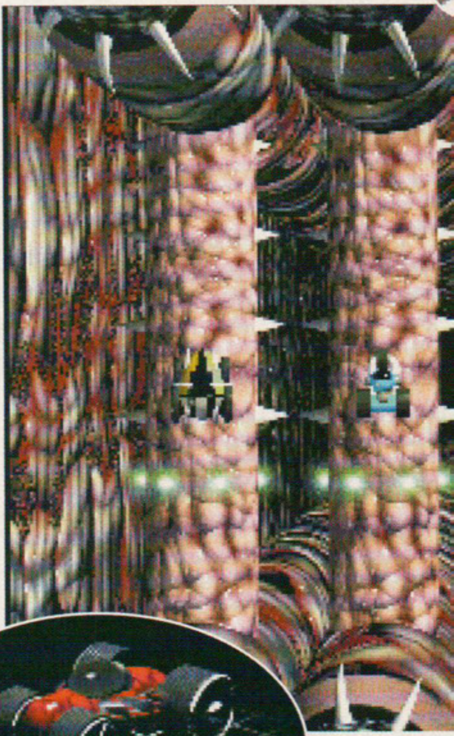
Burnout's about battling cars in arenas. Last one standing is the winner. Up to four cars take part in each battle – computer or human controlled – and there are four different types of car for you to choose from.

Basically, you pick the car that suits your playing style. Up to a point. After each contest prize money is awarded and after each set of four bouts (in Tournament mode) you pay a visit to a shop where you can buy upgrades to your car – things like extra shields and a reverse ability. You can also buy weapons and special features – such as the ability to be able to 'fog' the screen for a few seconds so nobody (including you) knows where anyone else is. And it's largely how you manage your funds and what upgrades you buy that determines how you fare in the early stages of the game at least.

And so to the gameplaying experience. The four cars are arranged around the screen in top, left, bottom and right and when the bout starts you all pile into each other – depending in which arena you're fighting you're trying to either simply bash hell out of the opponents or push them down the hole in the middle or off the edge and into oblivion. And, last one standing is the winner of the bout (not strictly true, if you're the last one alive but you manage to die within a second or two of the second to last person, then you're both credited as coming second, erm, if you know what I mean. And that's almost your lot.

You do the shopping thing every now and again and this will hopefully increase your chances of being the last one left standing – if you make some clever purchases.

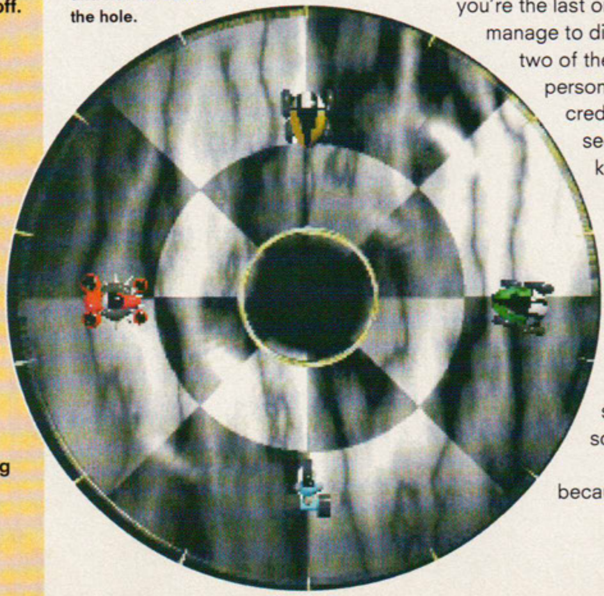
Almost your lot because there are bonus







A nice rendered image of your car. This changes colour a lot during loading.

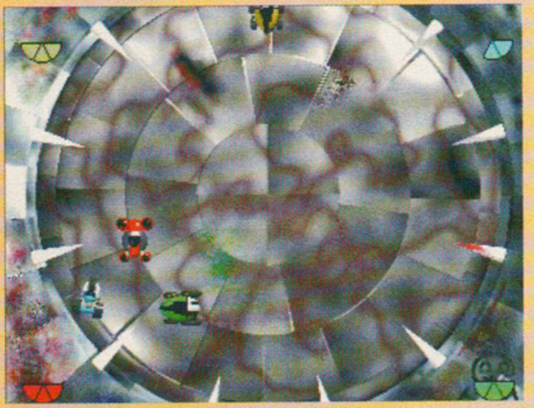


In this bonus stage you should hit the brakes and not fall down the hole.

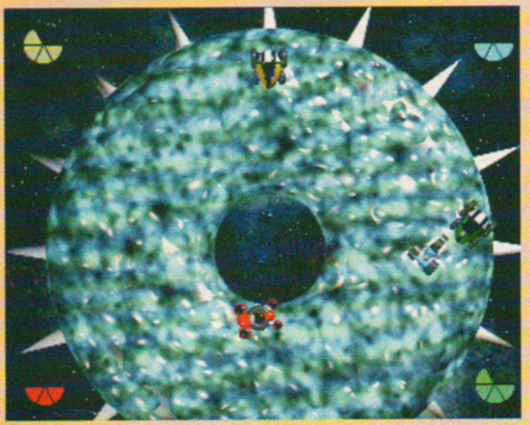
THE KILLING GROUNDS



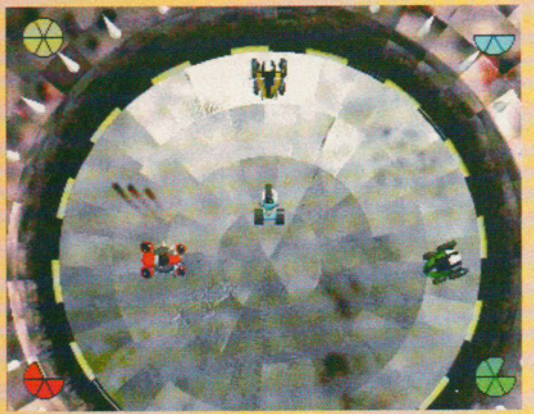
ARENA 1: A hexagonal shaped affair with walled sides.



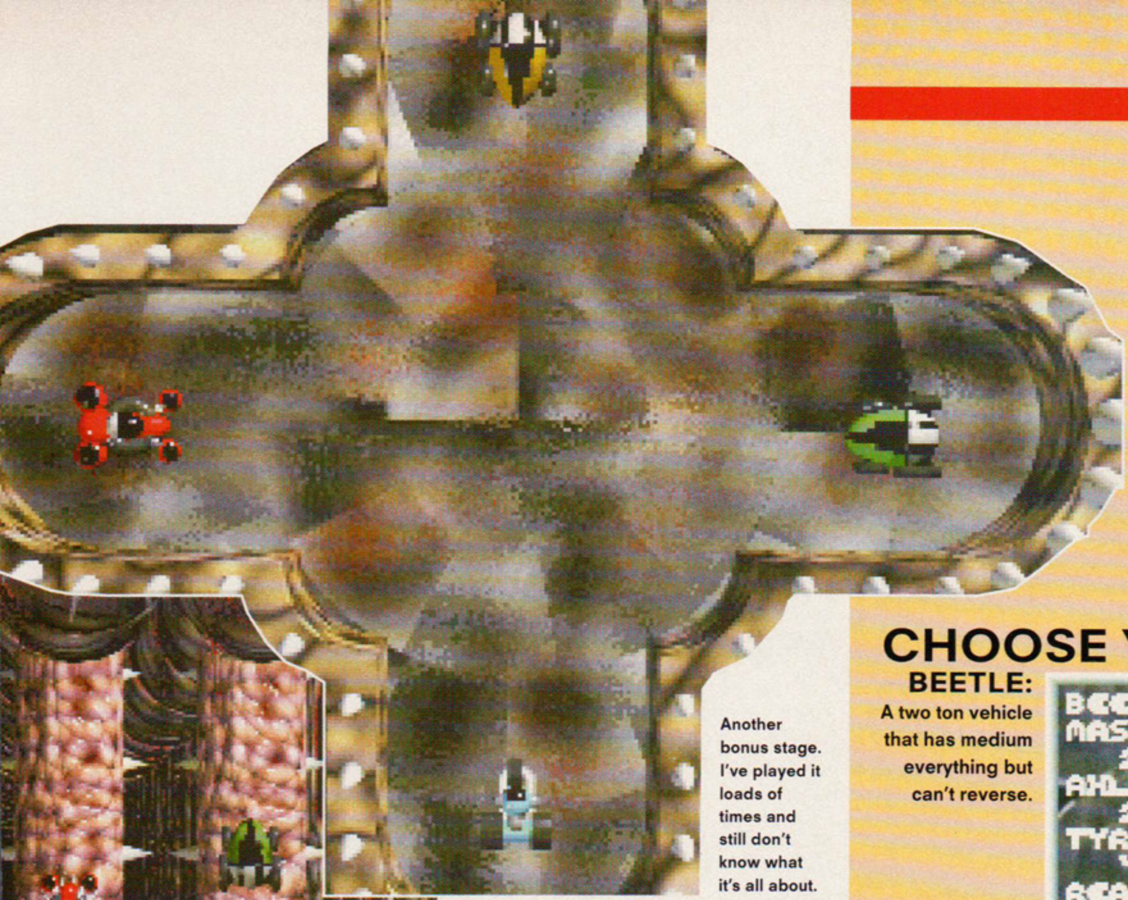
ARENA 2: A metallic disk with huge spikes projecting inward – contact with any of the spikes during play causes instant death – no matter how full your shields are.



ARENA 3: A doughnut shaped thing with a hole in the middle you can fall down and nothing around the edge to stop you falling off.



ARENA 4: Another metallic disc, this one also having nothing to stop you falling off the edges.



Another bonus stage. I've played it loads of times and still don't know what it's all about.



Another bonus stage. As soon as the lights change, hit accelerate. Erm, that's it.

stages. These last about five seconds total and involve either being the first to accelerate when a light switches on, or trying to be the last person sucked into the hole in the middle of the arena. They are quite pointless it seems.

Vulcan gush "...it's time to push the Amiga to its limits. Fast furious multi-player action with impeccable production values and in-game graphics of astonishing quality in high resolutions" on their ads and it's hard to find fault with what they're saying. The action is indeed fast and furious. There are multiple players. The production values are very high. The in-game graphics are very good and at high resolutions. Obviously, they aren't going to tell you that it's terribly dull. It's all been done before and some would argue better.

Take the PD game *Knockout 2* where up to eight little cars bash each other about on a disc that starts to shrink. In *Knockout 2* you even get to push balls around attempting to score goals against the other players. It may not look half as good, but the gameplaying experience is certainly as good. If not better.

Vulcan have put great store in the fact that this game's going to be expandable. They intend to release another 26 different cars for players to choose from and another 95 different arenas. They're even planning to release an editor program that will enable you to design your own arenas. Sadly, I really can't see why they'd bother.

Burnout, when you're playing alone, will burn itself out within half an hour. When you've bandied together another three mates to enjoy the fun you'll only stretch it for another half-an hour tops. It might look great but it's boring, unoriginal, tedious and well worth avoiding.

PUBLISHER: Vulcan Software 01705 670269
PRICE: £19.99
VERSIONS: A1200
REQUIREMENTS: AGA, 6Mb min
RELEASE DATE: Out now

GRAPHICS: ●●●●○
All very lovely looking. Certainly.

SOUND: ●●●○○
Pleasing enough. Doesn't break any new ground.

ADDICTION: ●●○○○
After a couple of tournaments you'll be bored.

PLAYABILITY: ●●●●○
Very simple. There's not too much to think about.

OVERALL VERDICT:
Four cars, four arenas and very repetitive gameplay add up to a good looking, dull and boring game.

40%



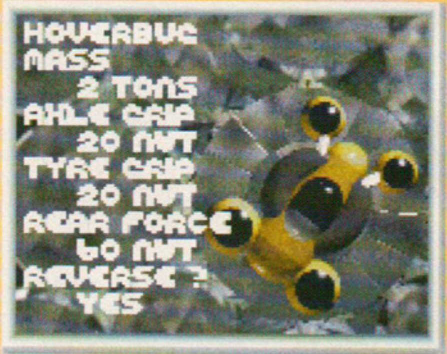
The garage. Choose what you want.

CHOOSE YOUR MOTOR

BEETLE: A two ton vehicle that has medium everything but can't reverse.



HOVER-BUG: A two ton vehicle that has good rear force and can reverse.



TRIKE: A one ton vehicle that turns sharply but has weak rear force and can't reverse.



HEAVY METAL: A three ton vehicle that's powerful, slow and can't reverse.



Minskies

Andy Smith coughs up the gen on another *Tetris/Columns* clone. Then he licks his paws and sits on the radiator.

Someone could write a dissertation on the properties of *Tetris* and why it works so well as a game. Actually they probably have already, which is why I won't bother, except to state the obvious and say it's spawned a thousand clones. And they still keep coming.

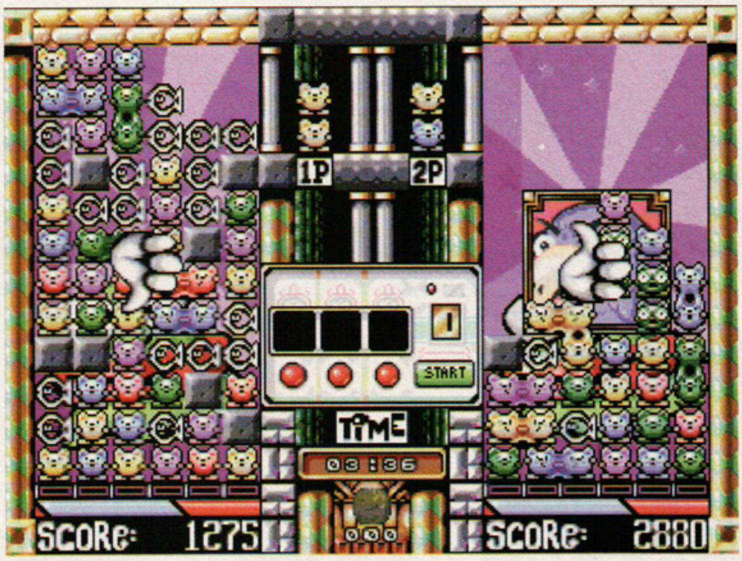
This latest version requires the player to manipulate falling cartoon kittens (hope that makes the title a little clearer) that drop down the screen in pairs. The cats are coloured and the idea's to make columns, or groups of four or more cats, of the same colour. When that happens not only does the group disappear, but, as an added bonus, a grey block (or transparent fish) falls down on your opponent's side – obviously causing him problems with his stacking arrangements.

Columns of cats

The idea's just to keep going until either you run out of space to manipulate your cats in or your opponent does. Obviously you'd like this to happen to your opponent (who can be one of 11 computer controlled peeps) first because then you'd win the game. Look, I'm sure you know exactly what this is all about so I'll stop explaining the basics and get onto what's different.

Firstly, the cats only drop in pairs. The order of the cats can be changed by hitting the fire button as they descend – you can even get them to sit side by side if you so desire. Secondly, once they've reached the bottom, any two or more cats of the same colour strangely become siamese twins as they partly merge with their partner. This is not just aesthetic but helps make spotting groups a whole lot easier.

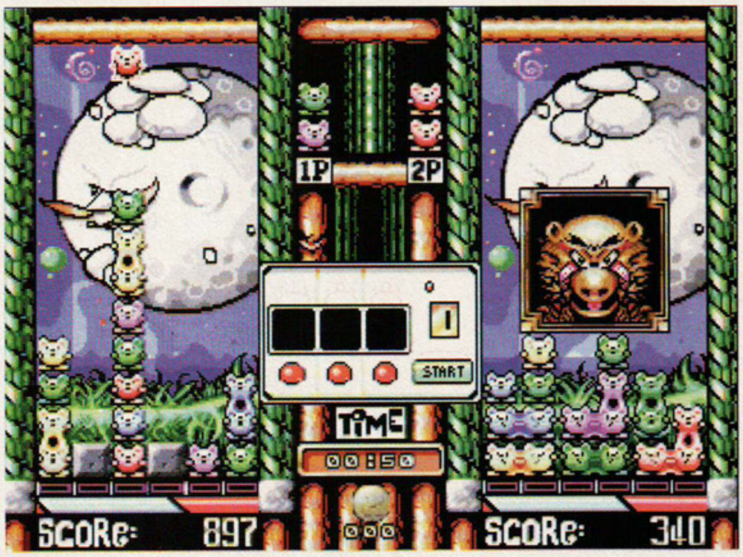
Thirdly, and most importantly, you can earn yourself bonus weapons. Every time you manage to get a group of five or more cats to disappear – or if you manage to create a chain



Oh dear. The big thumbs down shows you've lost this level quite convincingly.

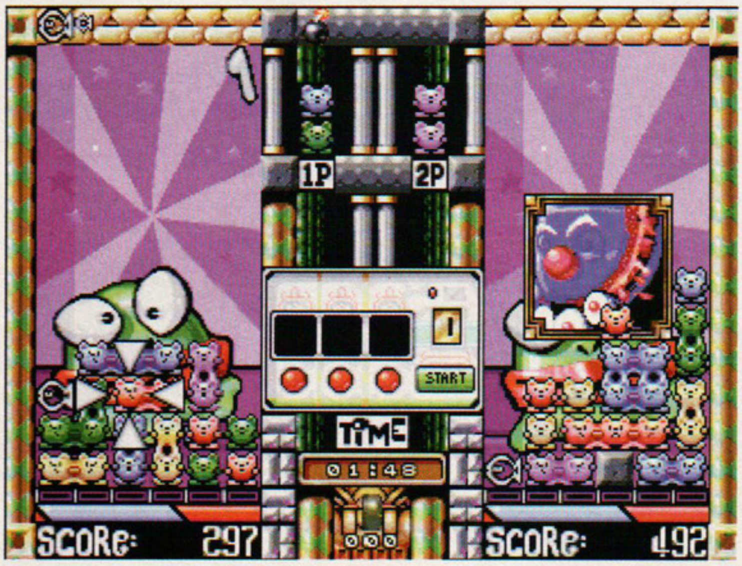


After each successful level you can play for extras on the fruit machine.

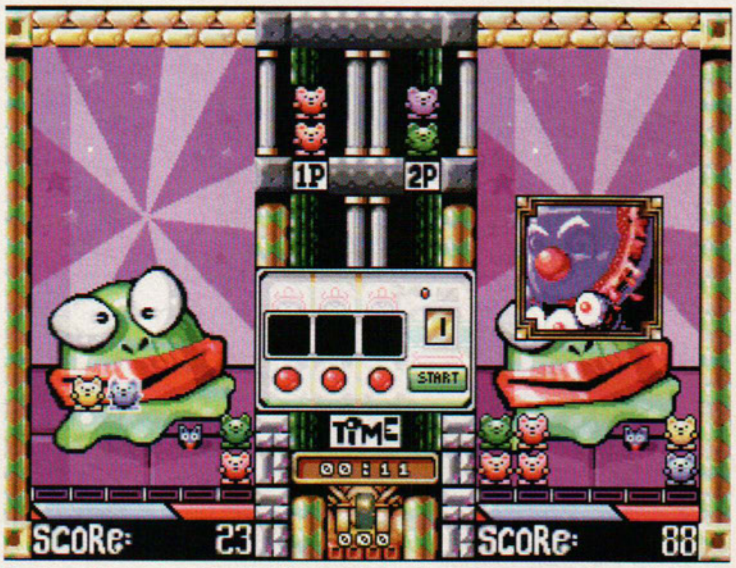


The computer characters are rather odd. This one's a funny kinda bear sorta thing.

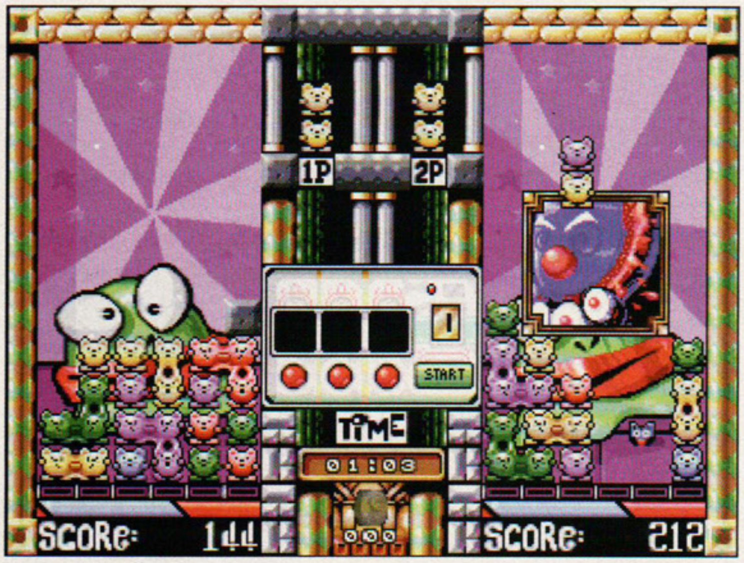
Furballs



A bomb has been earned. The cross-hair shows where it's going to go off, right in the middle.



The start of the level and it's all looking very clear and open. It won't stay this way for long.



Those purple kitties in the middle are just about to link up and then disappear. Hurrah!

reaction and a couple or more groups disappear one after the other – you're awarded a bonus weapon. Now then, you can use these immediately or you can save 'em up for something a little more effective. The first extra weapon you get is a bomb. You activate it (by pressing up on the joystick) and then you have five seconds to move a cross-hair around your pile of kitties and hit fire, whereby all surrounding cats get smoked. A special benefit is that it also takes out any immovable blocks in the immediate vicinity.

An important feature of the extra weapons is this saving 'em up facility. There are more powerful weapons – such as a shield which protects you from enemy blocks appearing on your screen for a while – which you can activate by accumulating several bonuses. Tactical use of the bonuses at the right time is the key to success in *Minskies*.

It's fun. Play solo and you'll find the computer opponents a challenge – but not too taxing – play against a friend however and you'll find the fun's only just beginning. This is definitely a game that shines in two player mode.

Old hat

Minskies Furballs does nothing new however, it simply follows the *Tetris/Columns* brief and continues it. There are no radical new features or twists to the gameplay, merely good interpretations of old ideas. That makes it fun to play but not exceptional. Like *Columns* you can find yourself doing rather better than you should be because you manage to create some lucky chain reactions. Sure, you can plan these, but if you're anything like me you'll find yourself worrying so much about what you're going to do with the piece that's falling down that you won't have time to get all clever and start planning ahead. Maybe that's what stops the game being truly special – the fact that you can do much better than you should be able to by pure luck.

So there you have it. *Minskies Furballs* is like *Columns* but slightly different. Though it's polished there's nothing going on that's radically different and it's unlikely to provide you with a massive challenge if you're only ever going to play the thing solo. That said, once you've booted the game up you'll find it's got buckets of 'just one more go' appeal. AF



Your adversary. A cake in this case...

PUBLISHER: Binary Emotions 01722 416074
PRICE: £19.99
VERSIONS: A1200
REQUIREMENTS: 1Mb
RELEASE DATE: Out now

GRAPHICS: ●●●○○
Good looking but a little confusing at times.

SOUND: ●●○○○
Nothing much but then it doesn't need much.

ADDICTION: ●●●○○
Get the hang of the special weapons and you're hooked.

PLAYABILITY: ●●●●○
Simple to pick up and play and scope for tactics too.

OVERALL VERDICT:
A fun game with hidden depths. When you're head to head with a friend you'll be at it all day.

80%



Tiny Troops

Andy Smith's always been a bit bossy, but give him an army of tiny soldiers and he's something of a nightmare.





Your gang of Furfurians move in around an enemy tank. In these situations you're going to have to sacrifice some troops, but hey! That's war.

PLAYABLE DEMO
Try out *Tiny Troops* for yourself with this month's Coverdisk!



The rather awkward and clumsy mass movement icon.



'Rubber band' your troops to give collective orders.

Tiny Troops is more *Command and Conquer* (but on the Amiga) than it is *Cannon Fodder* – but it's stolen elements from both of those games and created something that's similar to both without being close enough to be called a clone.

It's all about controlling small squads of, well, tiny troops actually and achieving set objectives (usually destroying the enemy's base) for each of the game's 65 levels. One of the best things about the game is how well paced the levels are in the way they've introduced not only the various weapons (tanks, gliders, grenades and so on) but strategic and tactical elements to the gameplay – like what to do when the only bridge to the enemy base has been blown up. It works so well you just can't help starting another level as soon as you've managed to complete the last.

Each level starts with a small briefing and then the player's usually left to choose the make up of his dozen or so squad members – choosing soldiers that can fire from long range will work wonders on one level where they're going to have cover, for example – before getting down to business. Cleverly, Vulcan have introduced no time limits as such, but there are levels where you're going to have to move fast because the enemy are up to their own thing while you're sat around twiddling your thumbs.

Control could be a bit easier – it's the only slightly annoying feature of the game – especially when you're controlling a group of soldiers (you can 'rubber band' troops together by clicking and dragging a square around your selected soldiers) because your troops can find themselves wandering around in completely the wrong places at times. This isn't disastrous if you're keeping your eye on things but it can be a problem if you're somewhere else on the battlefield. A little experimentation allows you to compensate for the clumsiness of this feature and though it's annoying, it's certainly livable with.

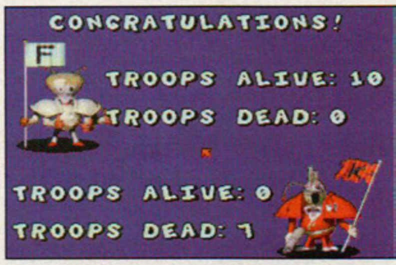
This is a highly addictive, playable and fun game – especially in two player mode – that you'll love if you've got a hard disk. Floppy players may find the amount of disk swapping a little annoying but even then they won't be left wanting once the action starts. Well worth your money.



The game's 65 missions are split into several worlds. Save and save often.



Choosing your squad for the battle ahead. Pay attention to what the general says.



Take that you Klute! Another scenario, another victory. They're rarely this one sided though.

PUBLISHER: Vulcan Software 01705 670269
PRICE: £17.99 (inc p&p)
VERSIONS: A1200
REQUIREMENTS: 1Mb
RELEASE DATE: Out now

GRAPHICS: ●●●○○
Pleasant enough but not outstanding.

SOUND: ●●○○○
A little less exciting than we'd hoped.

ADDICTION: ●●●●○
Very well paced. You'll see this in your sleep.

PLAYABILITY: ●●●○○
It takes a while to get the hang of moving groups around.

OVERALL VERDICT:
Fabulously well-paced and playable. You'll be at this like nothing else mattered.

88%

Here's where our readers show us just how good a grasp they have on that elusive commodity – gameplay. They are, of course, the...

Reader Games

Welcome to the section of the magazine where we prove, month after month, that Amiga owners have creativity, flair, imagination and a considerable amount of programming talent to boot!

Every month we're inundated with games that have been conceived, programmed and produced by you. In recognition of the time and effort you've given to create these potential goldmines, here's where we offer our advice as to how they can be improved.

Anything's considered here – if you want to write a text-only version of Elite, then go ahead (it's been done before!) and bear in mind that this is the best place to have your game seen by the people that matter – publishers.

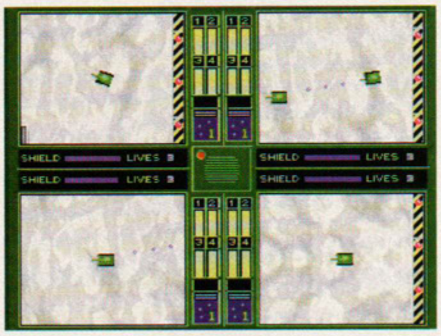
There's a possibility that the really good games featured here actually go on to become commercial releases, and if that's not incentive The star prize winner gets £50 from *AF* and £50 worth of CDs from Epic Marketing – every game featured receives an Epic CD. Don't hesitate, finish that code and send it in. Come now and explore this month's bunch of potential hits...

Game: WAR!
Author: ANDREW HARRISON
Language: BLITZ BASIC

Kicking us off this month is a two to four-player tank game. Viewed from above, the idea behind *War!* is about as simple as you'd expect – take charge of your little tank and trundle around the arena attempting to blast your opponent(s).

It may be a simple idea and it may have been done a hundred times before but Andrew's paid attention to just how the game works. Although the playing arena is very basic – just a flat landscape with a couple of buildings, the tanks move around very well. There's a real feeling of control as you trundle about, simply because the tanks have a sensible amount of inertia.

There's also a number of weapons to choose between and this adds spice to the game because you do actually have to keep switching between your weapons as you run out of ammunition. New supplies can be picked up however by running over the randomly-appearing icons. This goes for health too which balances the game nicely between running around for supplies and running around trying to blast your enemies.



Four-player, tank blasting action. It all runs fine but needs more variety.

As you can imagine, the game gets pretty heated when you've got four players all after each other and this is where *War!* really comes into its own. One curious thing is the way the game still runs in four windows when you've only got two players but this is more a niggle than a real problem.

Although it's fun to play it's not massively addictive and the novelty wears off pretty quickly. All it needs though, is a couple more features – maybe some variety in the terrain would add a more strategic feel, where you could gain advantages from being on hills, in trenches or whatever – and you could find this a seriously entertaining blast. As it stands it's competent but lacking the hook to lift it out of the ranks of the ordinary.

VERDICT: IT PLAYS WELL AND IS ENTERTAINING FOR A SHORT WHILE, BUT LACKS ENOUGH VARIETY TO REALLY KEEP YOU PLAYING. WHAT'S THERE IS VERY GOOD – ESPECIALLY IN FOUR PLAYER MODE – BUT YOU CAN'T HELP WISHING THERE WAS JUST A LITTLE BIT MORE TO IT. WE'RE LOOKING FORWARD TO *WAR! 2*.

Game: POOYAN
Author: ANDREW LUNN
Language: UNKNOWN

We see many clones here at Reader Games, but not many of *Tempest* – one of the early eighties' greatest games – so it's refreshing to have one to play with today.

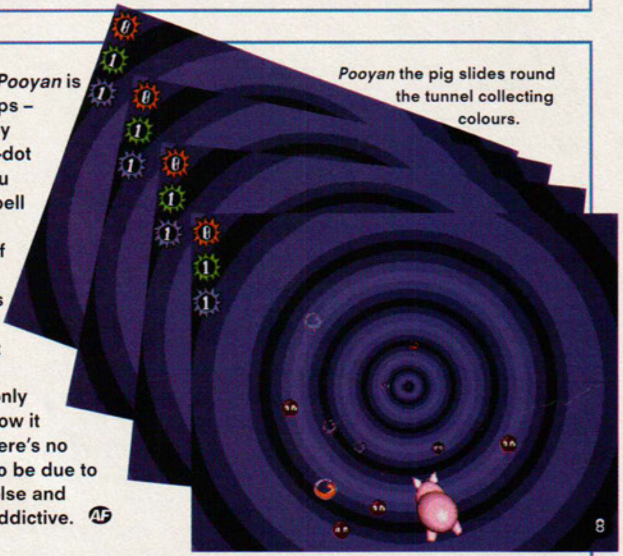
The player takes control of a pig (no, I don't know either, you'll have to ask Andrew) which sits at the bottom of the screen. Coloured bubbles appear from the centre of the screen and radiate at some speed outwards towards the edge of the screen (and eventually off). The player moves his pig around – turning left and right causes the pig to move around the edge of the screen as if on the rim of a tunnel – in an attempt to collect the set number of blue, red and green bubbles that have been assigned for this level.

Missing a coloured bubble is not a problem, you simply have to wait for another of the same colour, but hitting one of the brown baddies causes you to lose a life. After three lives the game's over.

What's especially clever about *Pooyan* is that the levels are divided into groups – each completed level goes someway towards completing a simple dot-to-dot picture and once that's complete you have to rearrange some letters to spell out the picture before moving on.

Pooyan starts off a little simply if anything. Often you're left with just having to collect one or two bubbles with can take just a couple of seconds before you're onto the next screen.

Things do get harder later but only gradually. It's fun to play but somehow it lacks any real adrenaline pump – there's no tension here. But that's more likely to be due to the slow initial pace than anything else and otherwise *Pooyan* is playable and addictive.



Pooyan the pig slides round the tunnel collecting colours.

VERDICT: EVENTUALLY IT BECOMES ADDICTIVE BUT *POOYAN'S* BIGGEST PROBLEM IS IT'S INABILITY TO INSTILL ANY SORT OF 'PANIC' IN THE PLAYER. THE LEVELS ARE OVER VERY QUICKLY AND WITH JUST A LITTLE PATIENCE IT'S VERY EASY TO STAY ALIVE FOR A LONG TIME. THERE'S ROOM FOR THE INTRODUCTION OF POWER-UPS AND MORE, VARIED, BADDIES TOO.

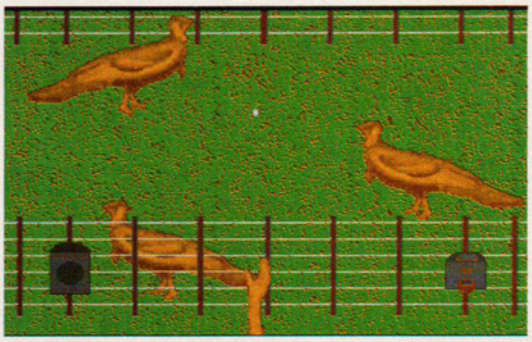
Game: BETHANY'S ZOO
Author: ROBERT BENJAMIN
Language: UNKNOWN

We don't often get edutainment titles submitted to Reader Games so it's always interesting to see them when they come in. This one's come all the way from America and is about a trip round a zoo.

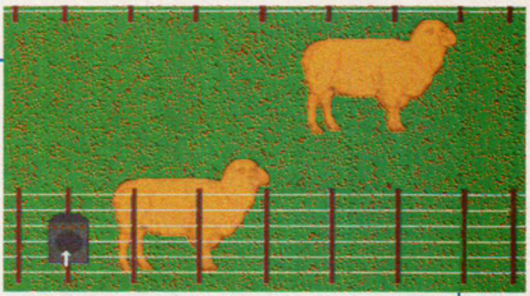
Essentially you're presented with a menu screen where there are icons representing the 20 odd animals – ranging from Jack Rabbits to Rhinocerousesesese – you simply click on one of the animals, let's pick a cow for familiarity reasons, and the screen changes to show a green compound and a yellow representation of the chosen animal moving up and down the compound. I would say walking up and down but unfortunately none of the animals walk – they all glide stiff-legged.

On the left side of the compound is a small speaker. Click on this and the Amiga's robotic voice informs you 'cows have short legs so normally they keep their heads low'. And other incredible nuggets. Sometimes, depending on the animal, you might find a feeder tray on the right side of the screen. Click on this and a hand takes out a small white lump of 'stuff' and throws it into the compound. A couple of seconds later an animal glides onto the screen, chomps the 'stuff' and slides off again. And that's all there is to *Bethany's Zoo*.

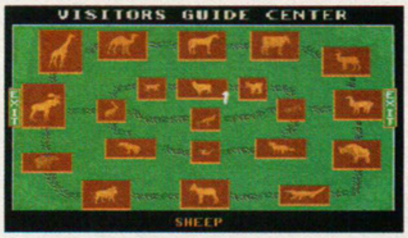
I actually like the idea behind this, but it lacks so much. The speech is dreadful – when you're using the Amiga's voice, at least make it speak phonetically so it sounds a little more natural. Obviously not all the animals in the world are yellow and a bit of animation on the legs wouldn't go amiss. Ideally you would be able to walk around the zoo, not just click on an icon, but that would involve a lot of extra work. And maybe some facts about the animals would help. AF



These turkeys look like peacocks – sort of. The hand at the bottom is feeding the birds. Apparently. Nice gold colour aren't they?



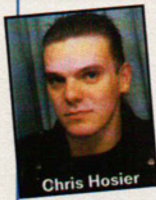
It's the Golden Fleece! Hurrah! We'll all be rich...



The zoo in its entirety. Where to go next eh?

VERDICT: THE IDEA'S FINE – IF A LITTLE SIMPLE – BUT THE IMPLEMENTATION LACKS SO MUCH. ROBERT, GET THE SPEECH SORTED – INCLUDE SOME TEXT SO YOU CAN TURN THE SOUND DOWN – COLOUR THE ANIMALS CORRECTLY, ANIMATE AND YOU'RE MUCH NEARER A DECENT EDUTAINMENT TITLE. IT'S CHUCKLESOME AT THE MOMENT BUT HAS POTENTIAL.

Game: DARK TIDINGS
Author: CHRIS HOSIER
Language: AMOS



Chris Hosier

This is Chris's second submission to Reader Games – the first, *Timecorps*, appearing back in *AF86*. And one of the best reasons for us running Reader Games each month is that most of you listen to what's being said. Although *Timecorps* was a good concept it was all a bit 'clunky' and crude. Chris has taken the time and effort to address that area with *Dark Tidings*.

It's a role-playing game. You create a party of adventurers and off you go searching out the evil Darklord. The game's very reminiscent of the early Ultima games or games from SSI back in the mid to late eighties. Sure, that means it looks a little dated, but it's not so much of a problem with role-playing games because – as in *Dark Tidings* – the action's rarely real-time, the game is usually turn-based and the graphics can get away with being rather crude.

So what makes *Dark Tidings* such a goodie? The fact that it plays as you'd expect a role-playing game to play. Your characters have peculiar talents, the combat is fair – and can be looked at tactically as you use your ranged weapons and so on – and you have an underlying sense that you're actually working towards something.

The only niggle with the game is that it's obviously written in Amos – there are some less-than-smooth screen updates when the game's moving its forces around and the level of intelligence for the hoards of baddies is less than I suspect Chris would like.

One of your characters searches a building in *Dark Tidings*. Simple, primitive looking but with solid gameplay. Well done.

£50 winner



The combat screen. (right) Choose where to strike and then go and wallop the bad guys.



Chris has paid great attention to detail in *Dark Tidings* and the fact that it works so well is reason enough to award him this month's prize – you don't have to write a stunning *Quake* clone – keep 'em coming in Chris. AF

VERDICT: SLIGHTLY LESS CRUDE AND CLUNKY THAN CHRIS'S EARLIER GAME, BUT STILL NOT THE BEST LOOKING THING IN THE WORLD. FORTUNATELY THAT MATTERS NOT A JOT AS YOU TAKE YOUR PARTY OF ADVENTURERS AROUND BATTLING ALL AND SUNDRY. A FINE AND ENJOYABLE ROLE-PLAYING GAME.

Continued overleaf ➡

Game: FLOATY
Author: ERIC PARK
Language: AMOS

Eric's another Reader Games veteran (winner of last month's £50 with *Blood Brawl*) and has come up with the goods again – although in a completely different field to *Blood Brawl*.

Floaty's all about moving a small egg-like character around the screen collecting tokens that are scattered about. You start most of the levels at the bottom of the screen on a platform from where you launch yourself skywards to collect the tokens. The problem – and it goes for any of the other platforms on the screen, for there are usually more of them, – is that every time you jump a part of the platform disappears leaving you progressively fewer places to float back to.

If that wasn't enough to worry about there are baddies in the forms of helicopters and planes and so on that sort of 'slow chase' you around the screen. Contact with any of these means losing a life and starting that level all over again.

Floaty is well produced, very simple and very playable. The levels get progressively harder, though not too quickly, and the inclusion of a time limit not only adds tension, but helps to balance the gameplay between collecting the tokens and avoiding the baddies – especially the helicopter.

And it's this helicopter that's my only niggle with the game. Sometimes you do end up in positions where you just can't escape. Sure, the skill of the game is to never get yourself into those positions but if there was some 'last ditch panic button' that could be pressed – maybe only once per life – I'd feel slightly less miffed when killed.

But this is only a teeny niggle because *Floaty*'s a good, fun game. It doesn't exactly look a million dollars though does it?





Floaty works his way through the first level (above) with little difficulty.
That damn helicopter (left) is a real pain.

VERDICT: IT'S TERRIBLY SIMPLE AND TERRIBLY GOOD FUN TO PLAY. FLOATY HAS BUCKETS OF GAMEPLAY, DESPITE THE SIMPLICITY OF THE TASK, AND THAT MAKES IT ADDICTIVE AND ENTERTAINING. BUT NO, YOU CAN'T HAVE THIS MONTH'S PRIZE TOO BECAUSE THAT'S GONE TO SOMEONE ELSE. KEEP 'EM COMING ERIC.

Game: DRAGON CRYSTAL
Author: PETER MCGANN
Language: BLITZ BASIC 2

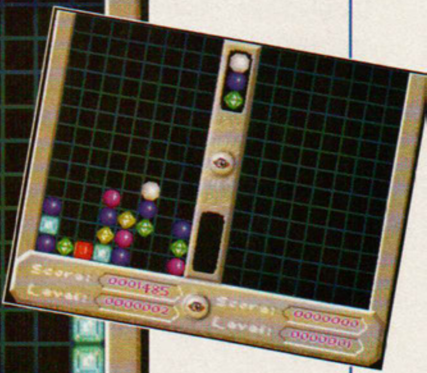

Peter McGann

Peter may be new to Reader Games, but his first submission is anything but that. It's a *Tetris/Columns/Mean Bean Machine* clone in that you're manipulating small falling groups of shapes in an attempt to line them up in rows of three or more (horizontally, vertically or diagonally) in order to make them disappear.

And that's about your lot. Peter hasn't introduced any radical new features to the game but he has made it perfectly playable. Possibly the biggest feature is the introduction of the 'Dragon' mode. In the ordinary, arcade, mode you will be given some special columns every now and again. Plonk these columns on top of anything – red squares say – and all the shapes of that kind disappear from the screen. All the red squares would disappear in our example. In Dragon mode you still get the magic columns but instead of removing shapes, they re-arrange them. This is not a bad thing though because it does usually mean they'll rearrange and create rows that will disappear.

Dragon Crystal is a perfectly workable example of its genre. It doesn't stand out as being new or innovative but it's very playable and looks good – possibly the only criticism I would have is that you have to move the joystick left every time you want the falling column to go left. Maybe simply holding the joystick left or right would make it easier to move the columns around. But that's probably just a personal thing and as it stands *Dragon Crystal* is perfectly fine – a little uninspired – but fine nonetheless.





In single player mode (above) life's a lot more sedate. In two player mode (left) things become very hectic, very fast. Looks nice.

VERDICT: A GREAT EXAMPLE OF THE *TETRIS/COLUMNS* GENRE. THERE'S NOTHING VERY REMARKABLE ABOUT *DRAGON CRYSTAL* BUT IT CERTAINLY LOOKS GOOD AND PLAYS WELL. THE SOUND EFFECTS AREN'T THE GREATEST IN THE WORLD BUT AT LEAST YOU CAN TURN 'EM OFF. GOOD, BUT UNREMARKABLE.

MORE OF THE SAME PLEASE!

Every game featured in our Reader Games section wins an Epic CD and the winning entry also wins £50 from *Amiga Format* and another £50 worth of Epic CDs.

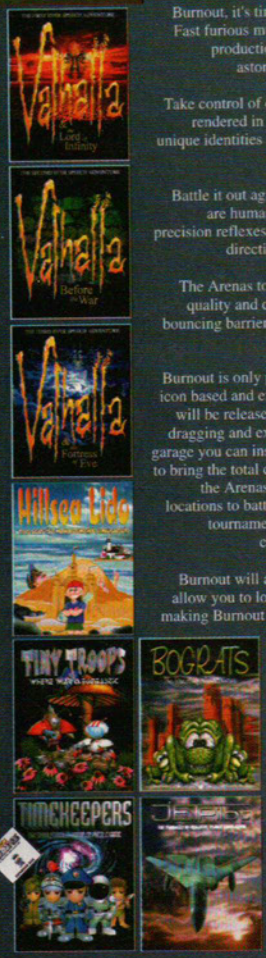
Just a note of caution though: don't bother sending in that PD game you coded three years ago, we'll spot it and chuck it in the bin. After we've erased the disk for good measure.

And, once the game's been featured here, we'll be passing them all onto Epic Marketing who'll take a look at the good ones with a view to publishing them. There's nothing guaranteed but you never know – you might just get a phone call in a couple of months time. Please remember to make sure you put a contact number or address on any of your submissions and can you also enclose a recent photograph of yourself so that other readers can see who's responsible for the masterpiece that you have created. The address to send your entries to is:

Reader Games • Amiga Format
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Burnout, it's time to push the Amiga to its limits. Fast furious multi-player action with impeccable production values and in-game graphics of astonishing quality in high resolutions.

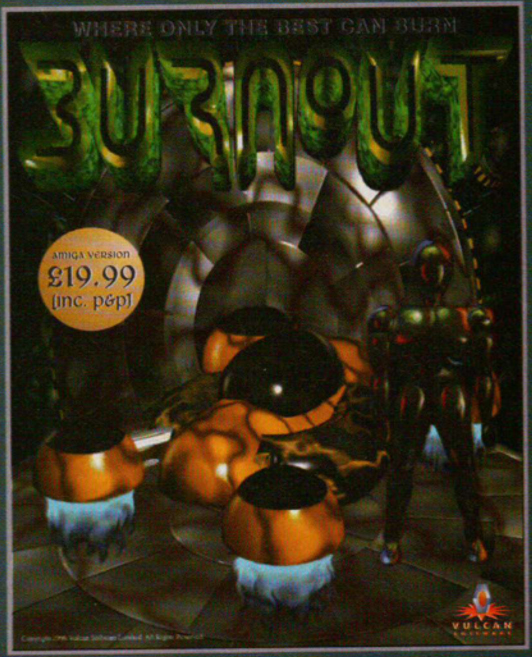
Take control of one of 4 types of futuristic cars all rendered in superb detail, each with their own unique identities which obey Newtonian mechanics for added realism.

Battle it out against 3 other players, whether they are human or CPU controlled you will need precision reflexes, cunning strategies and intelligent directional decisions to become the best.

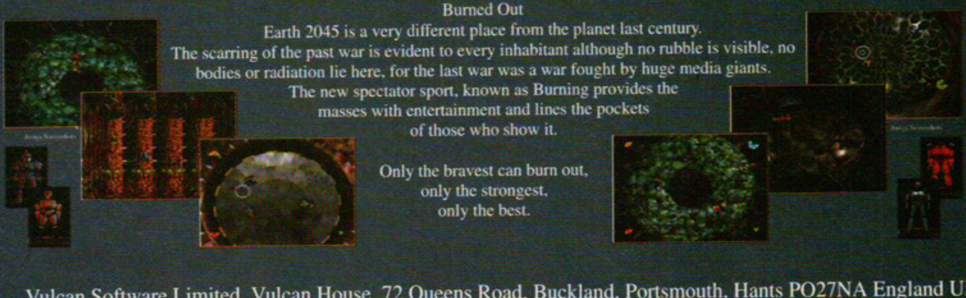
The Arenas to battle on are of the highest image quality and contain four unique surfaces, solid, bouncing barriers, voids for plummeting and death zones for instant destruction.

Burnout is only playable from hard drive, is totally icon based and expandable beyond belief, new cars will be released as expansion files and by simply dragging and executing all files into your Burnout garage you can instantly add another car to the game to bring the total choice up to 30. The same goes for the Arenas giving you a possible 99 different locations to battle your skills on, whether it's a full tournament chosen by the CPU or knockout challenges that you design yourself.

Burnout will also feature a future editor that will allow you to load in an Arena of your own design making Burnout one of the most expandable games ever produced on the Amiga.



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GameBusters

Oh woe is me! For I cannot get past level three of this game that I've had for years! To whom can I turn? Who will aid me in my hour of need? Fear not, dear reader, for the GameBusters section is exactly what you want...

THE SECRET OF MONKEY ISLAND 2

Complete Solution



Ignoring the funny headed people, Cathy persuades Elvis to give her a snog.



The *Amiga Format* team return from their annual cruise around the Norfolk Broads.

Each and every month we get requests for help on this all-time classic so, once again, we present the complete and total solution. Good grief, we're good to you – we'll be getting letters of thanks from Mother Theresa next...

PART ONE – THE LARGO EMBARGO

After crossing the bridge and being accosted by Largo, pick up the sign to get the shovel and go to the swamp. Use the coffin to reach the voodoo lady and talk to her about Largo in order to learn about the four ingredients needed to create the doll to defeat him. The four ingredients you need are:

1. SOMETHING OF THE DEAD
This is the easiest. Simply go to the cemetery and use the shovel on the left-hand grave at the top of the hill to get the bone.

2. SOMETHING OF THE BODY
Go to the bar in Woodtick and talk to the bar keeper about business. Largo will come in, order a drink and spit at the wall. Use the blank paper from Wally's hut to pick up the SPIT.

3. SOMETHING OF THE HEAD
Climb through the window below the bar to enter the kitchen. Get the knife from the table and go to the hotel. Use the knife on the alligator's rope. It will run out of the door and the innkeeper will follow. Enter Largo's room and take the toupee.

4. SOMETHING OF THE THREAD
Take the bucket from the laundry and fill it with mud from the swamp. Go back to Largo's room, close the door and use the bucket on the door. Wait for Largo to enter and follow him to the laundry. The claim ticket you need will be taped to the back of the door. Give this to Marty to claim Largo's underwear.

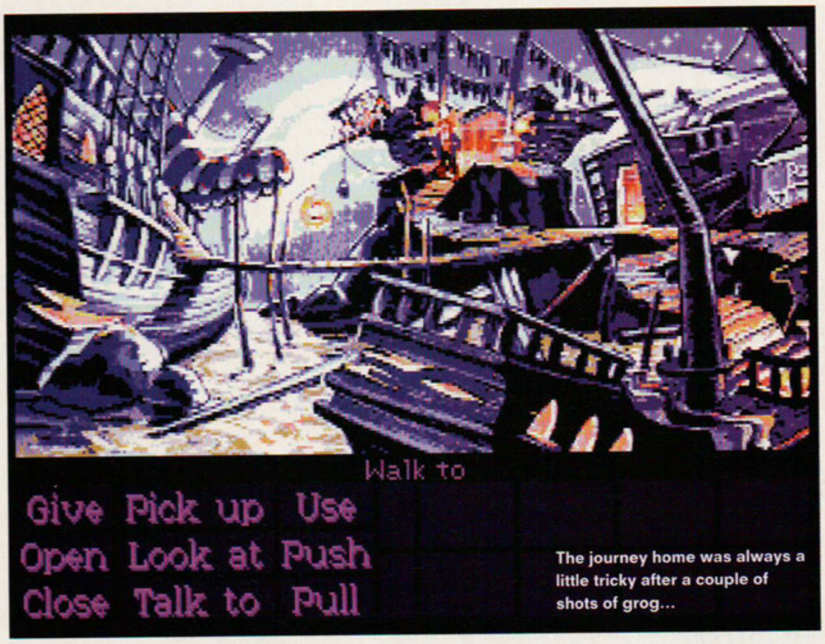
When you take all the ingredients to the voodoo lady she'll make a voodoo doll of Largo and some pins. Head back to Largo's room and use the pins in the doll to dispose of him. Now all you have to do is leave the island.

▼ To do this you're going to need twenty pieces of eight. You'll need the Cheese Squigglies from the bowl in the inn, the stick from the beach and the string from the voodoo shack. Go to the laundry and open the box. Put the Cheese Squigglies in the box, use the stick to hold it open and tie the string to the stick. Now move away. When the rat starts to eat the Cheese Squigglies, pick up the string and you should then have trapped the rat.

▼ Take the rat to the kitchen (we know a song about that don't we?) and drop him in the soup; then go into the bar and ask the bar keeper about the food. Take the job – and the pay – when it's offered and



Not the nicest of places in the World but a place you need to visit a few times to finish *Monkey Island 2*.



The journey home was always a little tricky after a couple of shots of grog...

escape through the window. Finally, steal Wally's monocle when he puts it on the table and head for the SW peninsula. Give this monocle to Captain Dread to use as his lucky sailing necklace and you're away!

PART TWO – THE FOUR MAP PIECES

MAP 1 – GOVERNOR MARLEY'S MAP

Don't forget to take the parrot chow from Dread's ship before going anywhere. Go to Phatt Island. On arrival you'll be taken first to see Governor Phatt and then thrown into jail. Pick up the mattress to reveal the stick and use this on the bone in the next cell. Give the bone to the dog and let yourself out with the key. Pick up and open both envelopes on your way out to get all your stuff as well as an organ and a banana.

▼ Go into the first alley along the road and follow the lucky winner into the second alley. After he's gone, use the slot on the door and ask for the winning number. The code you need to give is always the same as the number of fingers first held up. Use this number to win yourself an invitation into the casino in the first alley.

▼ Sail to Booty Island and enter the costume shop. Give your invitation to the shopkeeper to get your costume. Head to the guard post in the northwest of the island and present the costume and the invitation to the guard. Proceed to the mansion where you'll find the first map piece hanging on the wall. When you try to leave, however, the dog will smell the map piece on you and you'll be taken to the Governor. Try all the flattering comments to end this conversation – the Governor will throw the map out of the window. Take the oar before leaving and pick up the dog once you get outside.

"Take the rat to the kitchen (we know a song about that don't we?) and drop him in the soup."

▼ When you try to pick up the map piece it will blow away and end up halfway down the cliff. Go around the back of the mansion and push the dustbins. Let the cook chase you right around the house and by the time you get back to the dustbins you should have a decent lead. Enter the kitchen and take the fish.

▼ Now go back to Phatt Island and talk to the fisherman on the pier. Goad him into a fishing contest and then give him the fish. With the fishing pole, go back to Booty Island and use it to retrieve the map piece from the cliff face. This time, however, it will be snatched by a seagull and taken to the top of the Big Tree in the northeast of the island. Use the oar in the leftmost home in the base of the tree and step on to it. When it breaks, watch the dream sequence then take it back to the woodsmith on Scabb Island who will fix it for you.

▼ Use the plank and oar in alternate holes to climb the tree. Enter the hut and use Marley's dog on the pile of maps to find the right one. You will now have one piece out of four.

MAP 2 – MISTER ROGERS' MAP

This is located in the cottage off the northwest coast of Phatt Island. First,

Continued overleaf ➡

HELPING HANDS

HEIMDALL 2

I'm having tremendous problems in Heimdall 2 – back in December's *AF* you said to get in the King's castle you needed a pass off Rurik. How do I actually get the pass off him?

C. Kerswill
Plymouth



'Sire, I bring you a big, golden, erm, thing.'

The way to get the pass is to give Rurik the peace offering from Eadric. Rurik will be over the moon at the prospect of allying with his old mucker, so much so that he gives you the pass into the castle.

HEIMDALL 2

Help! I'm stuck in Core Design's *Heimdall 2*. I just don't know what to do once I get to Nifl'Heiml. Any clues please?

Johnny Zigiridis
Greece

Once you get to Nifl'Heiml you'll see an evil looking dog guarding an entrance. Ignore the dog for the moment. Go to the right of the screen and pick up all the dragon's teeth. Walk up the stairs past the dog. Ignore his comments. Walk up the stairs on the left of the screen and don't bother fighting any of the creatures in this room because they'll be resurrected almost as soon as you kill 'em. You should now be in Loki's daughter's room. The rest is up to you...

HOOK

I have been playing *Hook* for a while now and keep experiencing the same problem – every time I talk to the owners of either Ye Pirate Tailors or Jollie's Bar or Doctor Chops they start talking and never stop and I can't click on anything else. Will you please help?

Martin Pollitt
Manchester

Sounds like a wacky bug to us, but try this cheat to get you through the game – go into the Bait and Tackle and pick up the mug next to the candle. Then continue clicking on 'PICK UP' in the space where the mug was and you'll get all the items you need in order to complete the game.

INDIANA JONES AND THE FATE OF ATLANTIS

Please help me as I'm stuck on Indiana Jones and the fate of Atlantis – how do I get the eel structure (in Iceland)?

Sarah O'Leary
York

Assuming you've collected the orichalcum bead from the tomb in the temple, head back to Iceland and go to the Old Dig Site. Have a look at Heimdall's handywork and then use the orichalcum bead in the eel head. Use the map screen to get to Azores, knock on the door you draw up at and explain who you are and ask Sophia about the lost dialogue. Offer to trade the eel and Costa will tell you about a specific set of artifacts. Take note where he says they are.

LEND A HAND

If you're having trouble with a particular game or have a solution to a question in the magazine, don't keep it to yourself, write it down or send it in on a disk and we'll do our best to print it.
HELPING HANDS
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Look! There's Elvis again. Well, a picture of him anyway. And is that a wooden carving of his head on the shelf there? I think it is you know and I'm rarely wrong about these things.

however, go to the shop on Booty Island and buy the sign. Hand the empty bag of parrot chow. This will distract the parrot and allow you to buy the mirror. Next, go outside and get a leaflet from Captain Kate. Use this on the Wanted poster on Phatt Island to get Kate arrested. Sail to Scabb Island and enter the bar. Use the banana from the jail on the metronome in order to hypnotise JoJo, the piano playing monkey. Pick him up and sail to Booty Island where you should pick up the telescope at the top of the Big Tree. Return to Phatt Island, take the envelope from the jail, open it to reveal the near-grog and release Kate using the small key. Go to the waterfall and climb the path to the top.

▼ Use JoJo on the pump (a 'monkey' wrench) and go through the tunnel under the waterfall to get to the cottage. Challenge Rum Rogers to a drinking contest but tip your drink into the tree when he gives it to you. Fill up your mug with Kate's near-grog instead. When your opponent collapses, use the mirror in the frame, open the shutters and go back outside.

▼ Use the telescope on the grotesque statue and the beam of light will enter the cottage, strike the mirror and hit one of the bricks on the left-hand wall. Go back inside and push this brick. This will send you crashing through the trapdoor into a room where the second map piece is hiding. Pick it up and exit through the hole, back out onto the beach.

MAP 3 – J YOUNG LINDY'S MAP

This is in the shop on Booty Island – the asking price is extortionate, but the shopkeeper will swap it for the figurehead from the sunken ship 'The Mad Monkey'. The only person prepared to take you there is Captain Kate but she wants 6,000 pieces of eight. To raise this you'll have to win the spitting contest. Go and join the library on Phatt Island – this will provide you with the ID to get a drink at the bar on Scabb Island.

▼ Order a 'Blue Whale' and then a 'Yellowbeard's Baby' and mix them together to form a green liquid which will improve your spitting power.

"...mix them together to form a green liquid which will improve your spitting."

▼ Return to Booty Island and buy the ship's horn from the shop. Blow this at the spitting contest to distract the referee. While he's away, pick up the flags and switch 'em round. Finally, take a sip of the green liquid using the crazy straw and take your place at the line. Wait until the wind blows the scarf of the woman on the right and then SPIT! You should come first. Sell the trophy in the shop to get the required 6,000 pieces of eight.

▼ Go to the Phatt Island library and use the card catalogue to look up a book on 'Disasters'. This will tell you where Mad Monkey is. Get Captain Kate to take you there and then dive in. Pull off the figurehead and use the anchor to return to the surface. When you return to Booty Island you can sell the figurehead to the shopkeeper in exchange for the piece of map.

MAP 4 – RAPP SCALLION'S MAP

This is buried with its owner in the cemetery on Scabb Island. Buy the saw from the shop and take it to the laundry. Look for the 'three men of low moral fibre' sitting on the ledge and use the saw to cut off the wooden leg of the man on the right.

▼ When you leave, he will wake up and scream blue murder; attracting the attention of the woodsmith. This will allow you to enter the woodsmith's hut and take his hammer and nails. Sail to Booty Island and enter Stan's Used Coffin Emporium. Ask Stan to demonstrate the deluxe model, and when he climbs in, close the lid and quickly use the hammer to seal the coffin. Take the crypt key.

▼ Go to Phatt Island and enter the mansion. Distract the guard at the bottom of the stairs by telling him about the three-headed monkey and enter the Governor's bedroom. Use any library book in order to get the book of famous pirate quotations from the bed. On your way out, enter the library, look up 'Recipes' and take out the book called 'The Joy Of Hex'. Return to the cemetery on Scabb Island and use the key to enter the crypt. Match the quotations in the book to those on the coffins to work out which coffin Rapp Scallion is in. Open it, look and take some ashes.

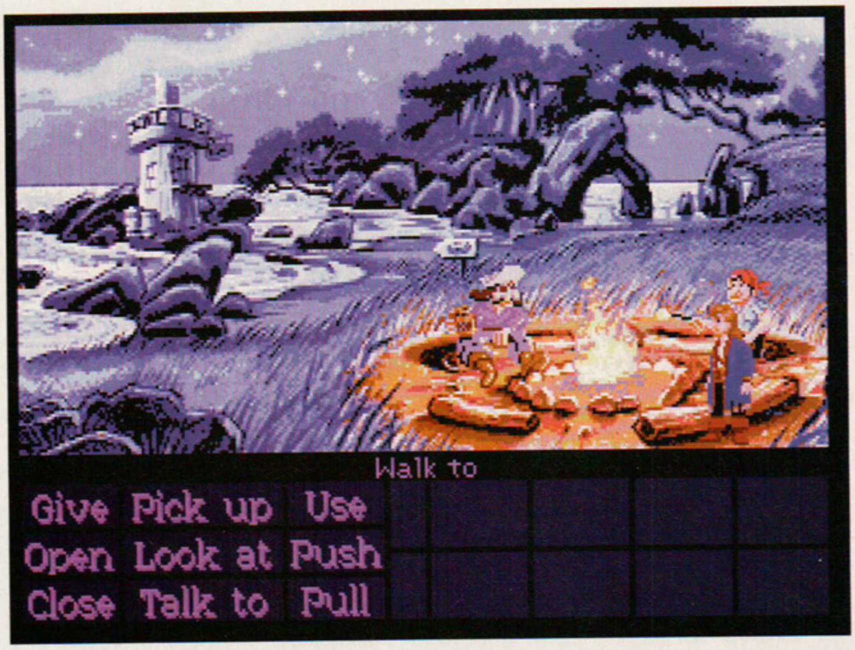
▼ Visit the voodoo lady in the swamp and examine the jars on her shelf until you find the one marked 'Ash-2-Life'. Ask her about it and she will use the ashes and book to make you a batch. Go back to the cemetery and use it on the ashes to bring Rapp back to life. Eventually he'll tell you that he can't rest in peace because he thinks he left the gas on. Use the key he gives you to enter the Steamin' Weenie Hut on the beach and use the knob to turn off the gas. Go back to the crypt and he'll give you his part of the map.

▼ Now, go to the library on Phatt Island and open the lighthouse. Take the lens and give it to Wally on Scabb Island to use as a monocle. Show him the map and he will agree to help you after you pick up his love potion from the voodoo lady. Do as he tells you, but while you're in the swamp LeChuck will capture him. Take the bag from the voodoo lady and open it to get the love bomb and the matches. On your way out of the swamp you'll see a crate on the shore. Open this and climb inside to be taken to LeChuck's fortress.

PART THREE – LECHUCK'S FORTRESS

You'll climb out of the crate at the entrance to LeChuck's fortress. Walk all the way right until you reach the jail, look at the cell and talk to Wally.

Go back to the signs and enter the back tunnel – either direction will do.
▼ The next section is a logic puzzle. If you look at the spit-encrusted piece of paper you'll find the lyrics to Guybrush's dream. Ignore the first room and walk straight through. From the second room, look for a stone carving which matches the description given in the first verse of the song. If you find it, push it and then walk through it. You should still be in the maze. If you don't find such a carving, keep walking until you do find it. Next, look for a stone carving which matches the second verse, push it and walk through. Do this for the third and fourth verses and you should find yourself standing in front of a massive door. If at any stage you find yourself back in the room with the signs you've made a mistake and you'll have to start again.
▼ Assuming you can make it to the door, ignore the locks and simply open the door. Walk through to the throne room and take the key. You'll be captured and thrown into LeChuck's torture chamber. When the candle starts to burn, use the crazy straw on the green drink to get the power to spit. Spit once at the shield on the right of the screen, once at the pan at the bottom and again at the shield. This should put out the candle allowing Guybrush and Wally to escape.
▼ Use the matches to discover that you're now in a room full of dynamite. The resulting explosion will destroy the fortress and blow you to...



The pirates settle for a night of toasted marshmallows and ghost stories. Or something.

PART FOUR – DINKY ISLAND

You'll land on the beach. You can talk to Herman Toothrob, but don't bother trying to solve his philosophical riddle because it's irrelevant anyway. Open the boxes and barrels and give the cracker you'll find to the parrot who will then reveal the first part of the route to the treasure.
▼ Make sure you pick up the crowbar, the martini glass and the bottle. Enter the jungle and take the left-hand fork. Walk until you find the bag hanging from the tree. Use the crowbar to break the bottle and use the broken bottle to slash the bag. Take the box of instant cracker mix which falls out and go back to the beach. Fill the martini glass with water from the ocean and use the whisky still to remove the salt. Use this water with the box to make two more crackers. Go back to the jungle and this time go right until you reach the pond. Take the rope off the crate and remove the nails using the crowbar.
▼ Open the crate and take the dynamite. Head right for two screens until you reach the parrot. Give him a cracker and follow his directions until you meet him again. Give him the last cracker, do as he says again and you'll find an enormous X on the ground. This is the resting place of the treasure of Big Whoop. Use the shovel and dig until you reach cement. Use your last match to light the dynamite and throw it in. Enter the hole, tie the crowbar and the rope together and use them on the twisted pieces of metal above your head to swing across to the treasure chest.
▼ This next little section should appear strangely familiar. When you find yourself in the dark, scan the cursor around on the right-hand side of the screen until you find the light switch. Turn it on and prepare for a surprise! After LeChuck has finished posing you'll realise that he cannot actually harm you, just annoy you, and so you can get down to the serious business of killing him off.



Eats like thirty what though? Camels? Horses? Sparrows? Follow the guide here and everything will be clear as crystal. And you'll get to finish the game into the bargain. Helpful is *Amiga Format*'s middle name. *Amiga Helpful Format* is what you should ask for next time you're in Smith's. Of course they'll look at you like you're an idiot, but it'll give us a giggle.

DEFEATING LECHUCK

As in the first section of the game you'll need to make a voodoo doll to defeat LeChuck and to make the doll you'll need four ingredients:

1. SOMETHING OF THE DEAD

Walk as far right as you can and enter the room with two skeletons. You need the skull of the skeleton on the right. Make sure you take the hypodermic syringe from the drawer and the surgical gloves from the bin.

2. SOMETHING OF THE BODY

Simply use your clean white handkerchief on LeChuck and take it back after he's blown his nose on it.

3. SOMETHING OF THE HEAD

Enter the room with the boxes and take the helium balloon and the doll. Go to the helium tank in the next room and blow up the balloon and both surgical gloves. With these you should be light enough to operate the lift. Call the lift, enter it and wait for LeChuck to appear in the doorway. When he does, pull the lever and you should trap his beard in the lift door.

4. SOMETHING OF THE THREAD

Enter the room with the grog machine and use the coin return lever. A coin will roll across the floor and LeChuck will stop to look at it when he comes in. When he bends over, quickly pull his underpants, place the skull, the hankie, the beard, the underpants and the doll in the JuJu bag to create a voodoo doll. Wait for LeChuck and stab the doll with the syringe. Chase him and do it again. When you get the chance, rip the leg off the doll.

There you go, now don't go asking for any more *Monkey Island 2* tips, ever again! AF

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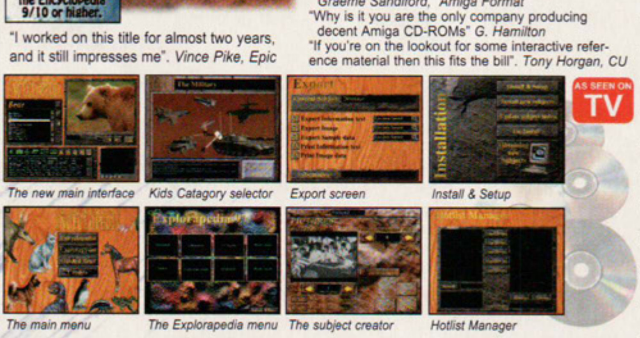
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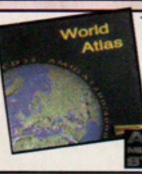
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Unashamed PD devotee Dave Cusick takes over the column and casts his critical eyes over a feast of games and utility disks.

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By .... *Hartmut Westphal*
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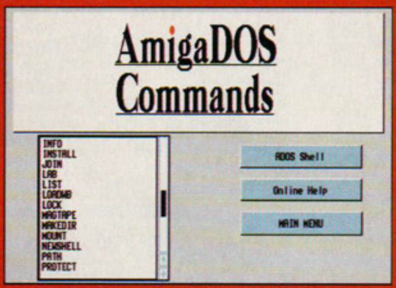
Simple graphics but great fun to play.

In the heady days of home computing, programming books abounded, many of them featuring BASIC source listings for incredibly uncomplicated but surprisingly playable games. Coded in Amos, *Blitz* is a faithful recreation of one such game, in which a plane must drop bombs on skyscrapers, flattening a strip of land, allowing it to land safely.

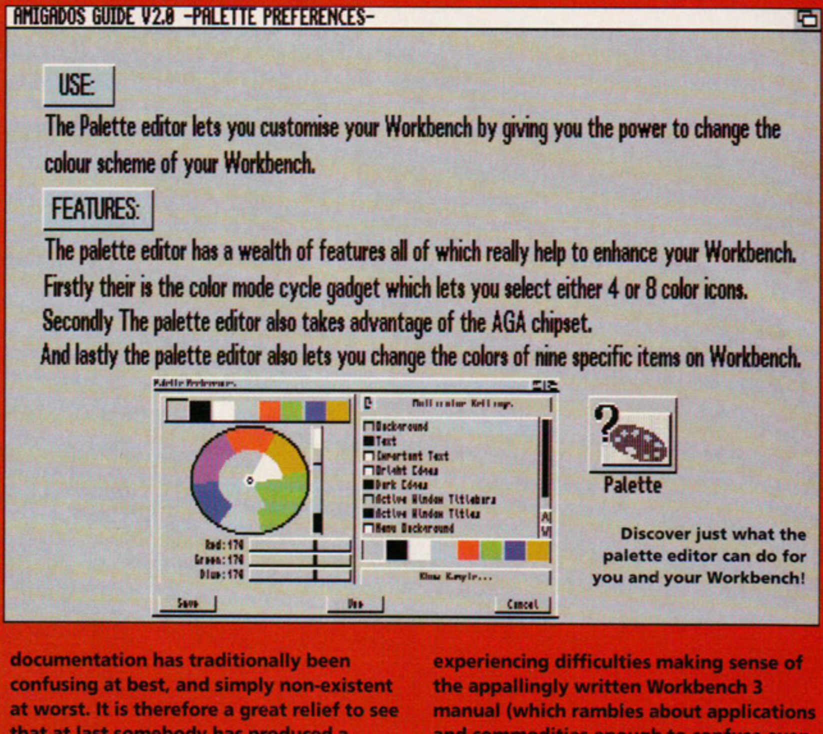
With garish and rather simplistic graphics, and sound which (title music aside) consists of nothing more than a few disappointing bleeps and bangs, *Blitz* does not at first glance look like the sort of game which will keep the attention for more than a few seconds. Interestingly, against all the odds, it is rather engaging. Admittedly the player is required to do nothing more than click the mouse button at the appropriate instant to send a bomb plummeting earthwards, but it

PDselection of the month

AMIGADOS GUIDE 2



Finally, the chance to find out exactly what those AmigaDos commands are all about.



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By .... *Tim Durbin*
Ware .... *Freeware*
PD Library .... *Online PD*
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With the Amiga boasting the attractive Graphic User Interface that is Workbench, a newcomer might be forgiven for thinking that a Command Line Interface is something only PC-contemptible users ought to learn how to use. However, whilst Workbench is fairly powerful, as well as being intuitive, using it to perform some complex operations can be a laborious process, because the side effect of having an easily understandable interface is that experienced users can often find it restrictive and long-winded.

Unfortunately for those keen on getting to grips with the Shell, AmigaDos documentation has traditionally been confusing at best, and simply non-existent at worst. It is therefore a great relief to see that at last somebody has produced a worthwhile introduction to AmigaDos commands, complete with examples.

The disk also covers AmigaDos applications such as *Format* and the much-maligned *Ed*, and explanations of error messages with details of the appropriate remedies. Even Workbench 3 utility and preference programs are covered, so this disk will be particularly helpful to those experiencing difficulties making sense of the appallingly written Workbench 3 manual (which rambles about applications and commodities enough to confuse even the most computer-literate Workbench newcomer).

Thanks to the inclusion of some screenshots and diagrams, *AmigaDos Guide 2* is not only informative but also pleasingly presented. Anyone who is even occasionally frustrated by Workbench but is irritated by jargon-loaded manuals would do well to investigate it.

really is astonishing how an instantly understandable game with a responsive control system can shine when compared to the many modern day examples of programmers having bitten off more than they could chew.

Perhaps in these days of sumptuously rendered 3D worlds it is nothing more than the refreshingly basic nature of the gameplay which endears 8-bit recreations to reviewers such as myself; but I rather suspect they must also possess rare addictive qualities which are sadly lacking in many recent efforts.

I will not pretend for a moment that *Blitz* offers more than a few hours of fun at the very most, because the gameplay is not really varied enough for this, despite the inclusion of some bonus "challenge" levels. However, for experienced computer users hankering after a taste of yesteryear, *Blitz* represents a delightful slice of old fashioned, back-to-basics gaming, and as such is worthy of investigation.

HYPNOTIC LINES

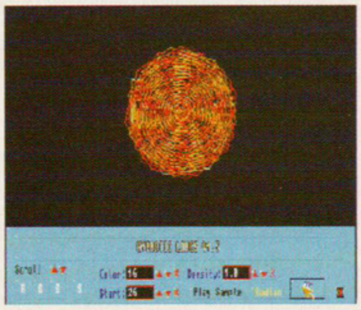
By ....*Uwe Hartel*
Ware....................................*Free*
PD Library..Classic Amiga Software
No of disks............................*One*
Price..................................*£1.00*

Although software in the Public Domain is usually written to reflect the needs and interests of computer hobbyists, occasionally programs come along which serve absolutely no purpose whatsoever other than to amuse a bored programmer. *Hypnotic Lines* seems to be one such program, but it is still quite interesting.

Written in Amos, *Hypnotic Lines* offers the user the chance to play around with various settings to create attractive cycling patterns. Although they have absolutely no practical applications, these patterns are indeed strangely hypnotic and relaxing, and experimentation is quite enjoyable and diverting.

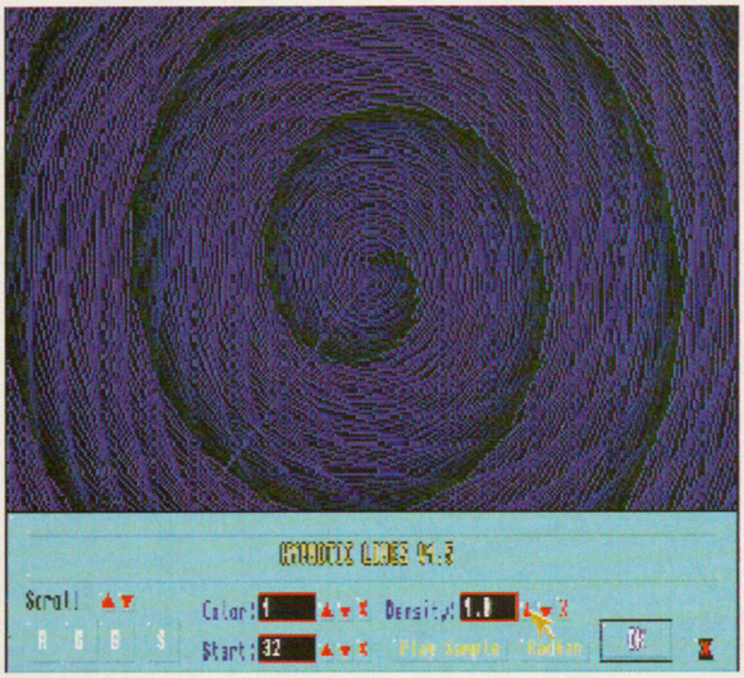
The interface is uncluttered and reasonably intuitive, although in actual fact it might not matter much if this was not the case, because the greatest pleasure will probably be derived merely through clicking randomly on the various buttons to see what effect they have on the mesmerising patterns dancing above. A slight adjustment to one setting can have a quite significant effect on the spiralling lines.

Hypnotic Lines is scarcely an essential purchase, but it is always nice to have programs like this sitting around on your hard disk for situations when, for instance, you are particularly stressed and need to unwind a little.



Just a few tweaks to the interface can dramatically change the pattern.

It may be useless but *Hypnotic Lines* is an ideal diversion from more taxing things.





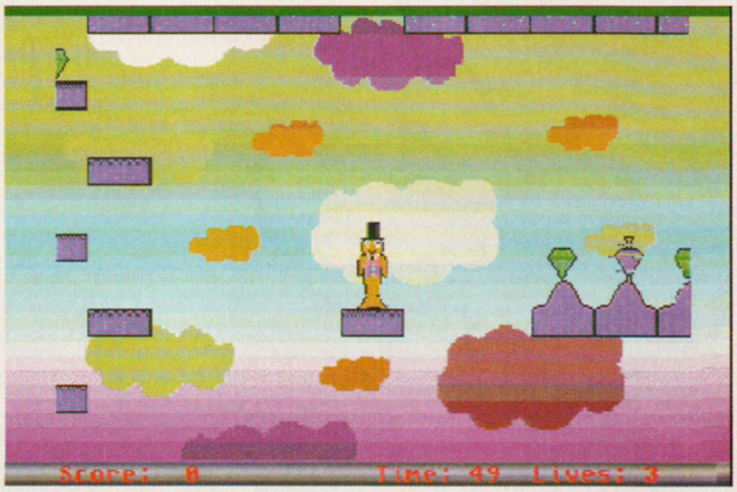
MYSTERY FISH

Flying Fish, or indeed flying yellow bathtub ducks with a vengeance!

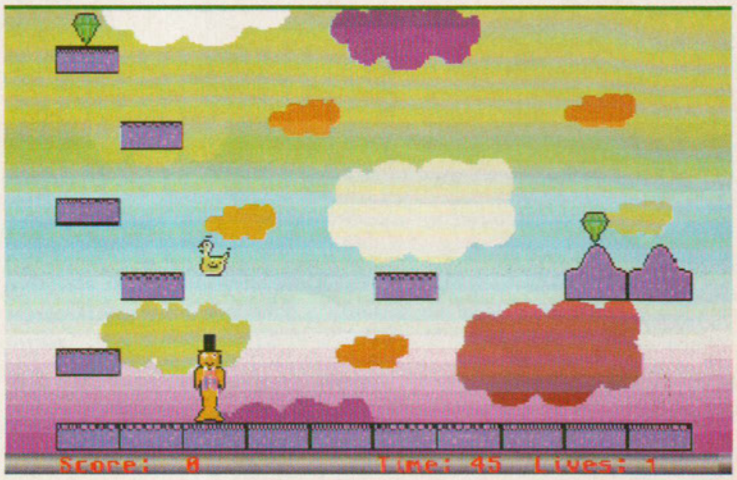
By ....*James Marshall*
Ware....................................*Free*
PD Library..Classic Amiga Software
No of disks............................*One*
Price..................................*£1.00*

When I first loaded this platform game I was suitably impressed by the fancy rainbow backdrop, and the clear if unexceptional sprites. Then a rather feeble tracker module chimed in and broke the spell, and before I even had a chance to identify my character and think about moving him, I was apparently killed by a flying bathtub duck.

Continued overleaf ➡



Bright and colourful but fatally flawed.



TOP 10 PUBLIC DOMAIN TITLES

1. Birthdate History (AF93)
2. Artistix
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OTHER GOOD PD LIBRARIES

As the screen faded and the irritating tune started again, I thought to myself, "This time I'll move straight away." Unfortunately, I was soon to discover that merely the gentlest of touches on my trusty joypad would result in the titular Fish rocketing across the screen, whereupon he would promptly be cornered by the annoying homing duck.

Having resolving that, on my third attempt, I ought perhaps to leap dexterously past the duck and onto a nearby platform whereupon I might have a split second in which to contemplate my next course of action, I discovered that the platform in question was the home of hurtling spinning top, which was equally deadly.

Herein lie the two biggest problems with *Mystery Fish*; it's too hard to control, and – partially as a consequence, but also through poor design – it's just too tough to play. This is especially frustrating because, by virtue of its attractive presentation and slick, fast-action gameplay, *Mystery Fish* might so easily have been a highly addictive platform romp. As things stand, it is simply a horrifically challenging game which will only appeal to the most ardent run-and-jump fanatics.

ROCK

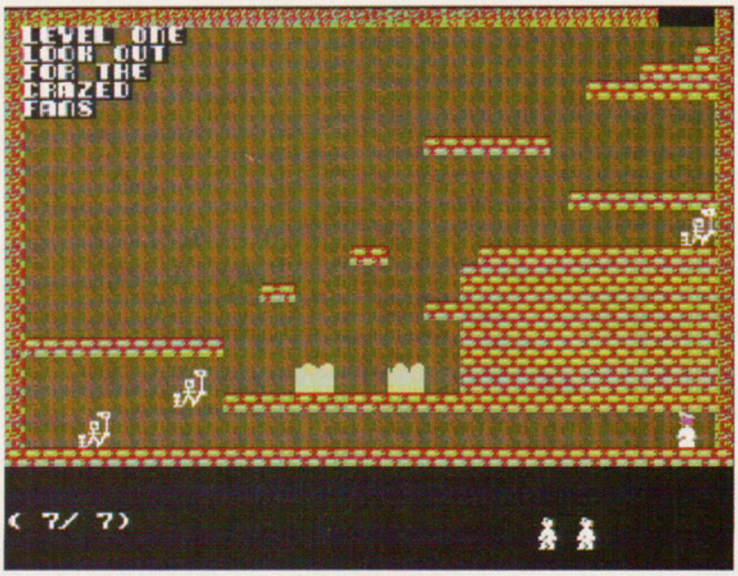
By ....Giles Haydon
Ware....................................Free
PD Library..Classic Amiga Software
No of disks.............................One
Price..................................£1.00

Rock is (it says here) a clone of the classic *Top Hat Willy* platform game. Never having played *Top Hat Willy*, I'm not in a position to comment on whether or not *Rock* is an accurate recreation of that title, although the graphics do seem a little 8-bit...

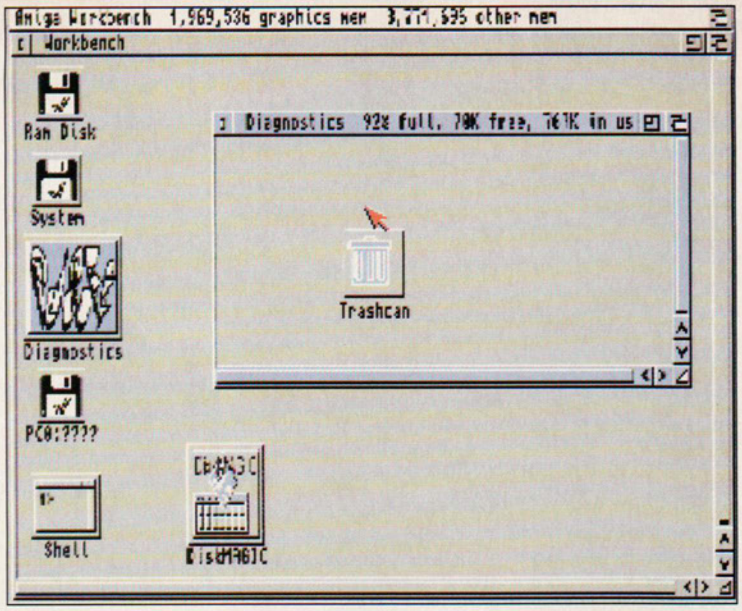
To be fair, *Rock* (or perhaps *Rockstar*, since this is what the text-only title screen suggests the game is actually called) is the work of a fifteen year-old programmer, and when viewed in that light, *Rock* isn't actually too bad an effort. It is certainly a great deal more playable than *Mystery Fish* – principally because at least the levels give the player a chance.

From an audio-visual perspective Rock does not impress particularly, and the gameplay could not accurately be described as anything other than a tad pedestrian. However young Mr Haydon was working within the limitations of the *Platform Game Construction Kit*, which is itself apparently an Amos program, and was therefore doubly limited, particularly in terms of speed.

In its favour, *Rock* is infinitely more controllable than *Mystery Fish* (and a great many other PD platformers). It is also extremely fair, in that enemies will not appear from nowhere and kill your character before you have had a chance to ascertain precisely what is happening. Consequently, if you look beyond the disappointing exterior, *Rock* is quite a passable platformer.



It may not look that glamourous but *Rock* is decidedly more playable than *Flying Fish*.



Save yourself a fortune in repair bills by identifying the problem at home.

DIAGNOSTIC TEST

By ....PD Soft
Ware.....................................Free
PD Library ....North Staffs PD
No of disks.............................One
Price...................50p +†75p P&P

Is your A1200 doing bizarre things? If it's going around conducting discrete meetings with complete strangers and having rather too much to do with refuse collection vans for your own comfort, then I can't really offer any advice (other than to stop watching certain Science Fiction films whilst under the influence of mind-altering substances); but if the problem is a simple matter of temperamental behaviour then the solution might be more obvious.

If you suspect that something is amiss underneath that fetching beige facade, but your technical knowledge is insufficient to enable you to make a complete diagnosis prior to contacting a repair company, then the *A1200 Diagnostic Test* could prove helpful. It might even save brave and skillful souls the effort of sending their machine away altogether, although I certainly would not recommend poking around inside your Amiga unless you know exactly what you are doing, because mistakes could prove extremely expensive.

If you have ever seen a Norton-style *Diagnostic* utility running on a PC-contemptible, you will have some idea of what to expect. The program takes your machine through a series of tests designed to identify any problematic areas, the theory being that faulty chips will make themselves obvious when put through their paces one by one.

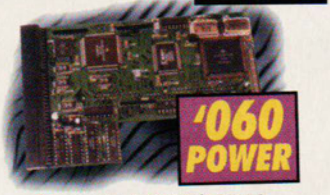
Unfortunately there is no documentation provided with the disk to assist in interpreting the test results, so to a certain extent you will have to draw your own conclusions – although if everything goes horribly wrong when the program tries to test the blitter, for instance, drawing conclusions might not be too demanding a task.

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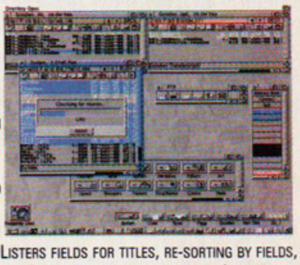
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Ben Vost

Phew! It doesn't seem like I've ever been busier. *Lightwave 5* and the Siamese System both landing in my lap just when Nick takes a couple of weeks off, not to mention the taster for the first in our new series of long term tests. We decided to look at the Zip again because it has proven such a firm office favourite and I'm sure it has many fans among our readership too. Remember though, this long term test feature really depends on your input too, so get those reviews coming in.

We even have stuff in for review we didn't have space for this month, so make sure you get next month's issue so you can see what we think of the latest graphics cards, expansions and software.

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is very simple. *Amiga Format* is staffed by some of the most experienced Amiga users in the world and what we say goes. OK?

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90+% The crème de la crème. Only the very best, most versatile and effective products are awarded an *AF* Gold – the most highly prized rating there is.

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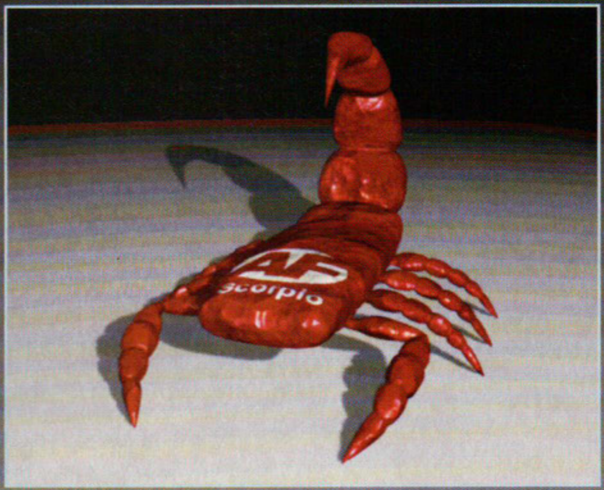






Lightwave 5

It's renowned as the Amiga's premier raytracing program. But does the latest version of *Lightwave* meet up to expectations? Ben Vost has the answers.



Showing off *Lightwave 5*'s new decal feature, this image was tacked in place on the scorpion's back.



Rather than using objects to break up your lights, you can now use images as cookies, with the added benefit that they still work even if you turn shadow mapping off.

Newtek's long-awaited upgrade for the Amiga version of *Lightwave* finally arrived in the *Amiga Format* offices this month. At first glance, the box *Lightwave* comes in looks lovely. There is some excellent example artwork on one side and the new-ish "prehistoric" logo on the other. There is even a sticker saying "Amiga version". On the other hand, it also has a sticker on the side of the box that says "Windows95 or WindowsNT required".

Opening the box reveals a single CD in a jewel case and two hefty perfect bound manuals. Unfortunately, we get the generic manuals which mainly refer to the Windows version of Lightwave. There is a section at the start of the first manual listing the differences between the versions for different platforms and it seems we come off worst. It's also a great shame that although *Lightwave 5* has been out on the PC for quite some time now, we don't get any scenes or objects showing off any of version 5's new features.

SOLID IN USE

In use, the program seems somewhat more solid. You don't have to worry overly about having a moving display in Modeler, the way you used to in 3.5 and 4. I did however, manage to get Modeler to give me a stack overflow message on several occasions while, seemingly, only doing very innocuous things. Layout on the other hand seems rock solid. The new display modes for objects are welcome, if flawed, and the interactive way of changing spotlight cone angles and camera zoom is excellent. As usual, the manuals accompanying *Lightwave* are well-written, but not overly informative. The two manuals are a reference tome and an introduction to *Lightwave* which contains the various tutorials for new features and old.

RAPID RENDERING

Rendering speed hardly seems improved over version 4 but there are new anti-aliasing modes that give visibly improved results at little extra cost in rendering times. In general, rendering good looking scenes has been made easier by the addition of tabs to the control panels to free them from clutter, and the new interactive modes for camera zoom and spotlight aperture. *Lightwave* now uses metres (much more sensible) for light intensity falloff, rather than a percentage. This would be a great feature, especially since *Lightwave* will translate values from pre-5.0 scenes into metres from percentages, but for the fact that it doesn't cope with envelopes which is how I usually use the falloff value.

On the subject of the interface design for Layout, the Quit button that was just below the Scene menu on version 4 of *Lightwave* has been replaced by a pop-up menu giving you the opportunity to load, save and clear scenes, find out about Lightwave and finally quit the program. The question is: why have they done it? Being able to load and save scenes inside the Scenes menu was not only fine, it was also intuitive. I'm sure that I will find myself constantly clicking on the Scene menu then realising that to load a scene I will now need to use the file pop-up menu. Thank God you don't need to close the Scene menu window to be able to use the pop-up otherwise I might get really angry.

Texturing is also markedly improved with the ability to add as many textures as required to a single attribute proving invaluable. It's a very great shame that there is no way of reordering them once set – you have to re-do them from scratch, but I'm sure this will be addressed in the next revision. The ability to add image maps like decals is also incredibly useful, particularly so for bottle-type objects which have always caused problems in the past.

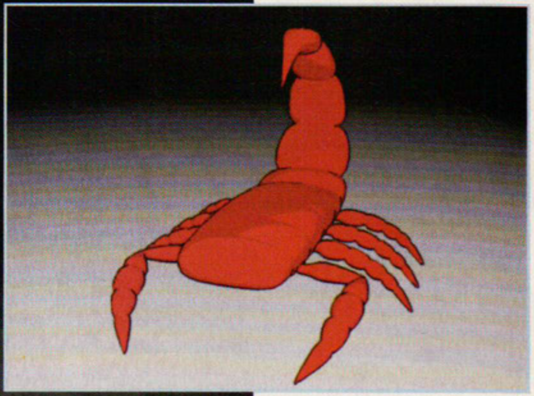


THEM BONES

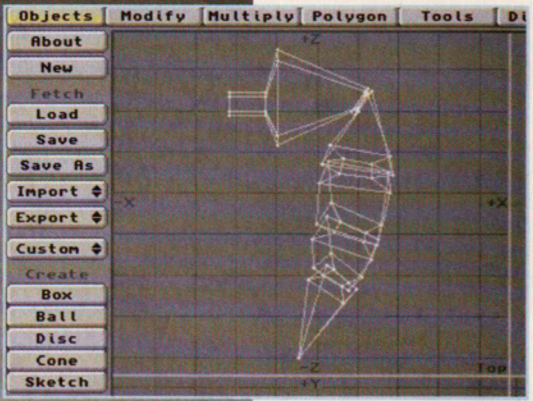
Lightwave's character animation and inverse kinematics facilities have been much improved with the addition of two new options for bones: joint compensation and muscle flexing. Joint compensation helps to alleviate the problems of pinching when bending a bone-equipped object and muscle



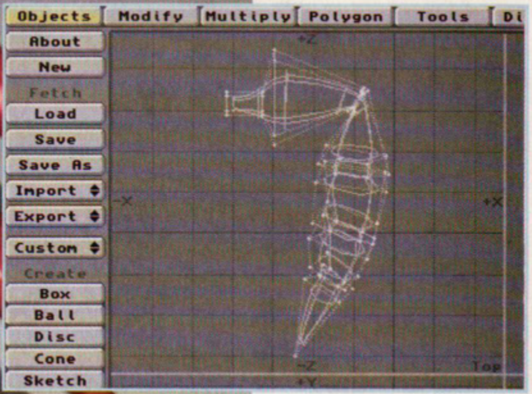
Using the Watermark plug-in that comes with *Lightwave 5* means you can stamp your identity on an image.



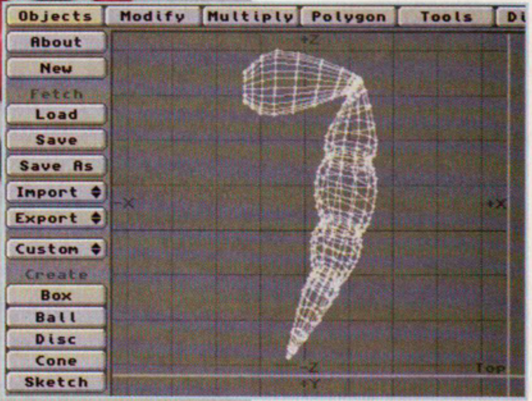
It's toon time. Using the Celshader plug-in takes a while to get right – exaggerated lighting and luminous surfaces seem to help – but the results are worth it.



Step 1 for a metaNURBS object. Take a subdivided box and stretch it and manipulate it as you like. Don't worry about non-planar polygons...



Step 2: Hit Tab and you'll see the splines emerge...



Step 3: Hitting the Freeze button will then make a new polygon-based object. Beautiful!



Our metaNURBed scorpion in all its glory.

flexing bulges your object to give the appearance of muscles being flexed. Both require somewhat higher polygon counts when being used, but give very attractive finished results that again move *Lightwave 5* into the realms of more expensive professional products.

However, all these good points do not mitigate the fact that *Lightwave 5* for the Amiga is incredibly overpriced. For the cost of the upgrade alone you could buy two copies of *Cinema4D* and still have cash left over. At full price, *Lightwave 5* is so far out of reach for

Good or bad?

On the one hand you have some great new features. On the other you have some nasty bugs and features that haven't been properly implemented. Tot them up for yourself.

PLUG-INS ✓
Useful ones include the watermark facility which will put a transparent embossed version of a two colour image over the top of every frame of your animation. Another handy one is the CelShader plug-in that gives a cartoony look to your work. In Modeler, the MetaBalls plug-ins are the most worthy of note, but there are plenty to experiment with.

METANURBS ✓
This really is a top feature and almost worth the price of the upgrade. Take a box, wiggle it about a bit and hit tab and you have a beautifully rounded shape, ideal for organic modelling and which is so easy to manipulate. Hit tab again and you're back to your 40 polygon box. The great thing about MetaNURBS is that you don't need to have polygon-rich, slow-to-update models cluttering your modeler screen, they can be really simple objects that become complex only when you freeze them.

PROJECTION IMAGES ✓
You can now "project" images onto surfaces with lights which also makes it much easier to use images (or sequences of images) as cookies, rather than shining your lights through objects.

NEW LIGHT FEATURES ✓
Lightwave 5.0 now offers the user a much simpler way of adjusting the cone angle for a spotlight. Simply get the view from the light you wish to work with and click on the new "cone angle" button. This lets you increase or decrease the amount of your scene your light will illuminate quickly and simply.

NEW BONES FEATURES ✓
Bones in Lightwave 5.0 are much improved with two new options: joint compensation and muscle flexing. Joint compensation helps to alleviate the problems of pinching when bending a bone-equipped object and muscle flexing bulges your object to give the appearance of muscles being flexed.

SURFACING ✓
You can now anti-alias textures themselves and turn off tiling. This means you can add features like insignia or laser burns to a model on top of existing detail.

INFINITE SURFACES ✓
Layout now offers you the ability to have as many textures as you like on an object. If you want the fractal bump map texture overlaid on top of the crumple texture to give a surface somewhat like hammered cast iron badly fixed. Just add your crumple texture and then hit the "Add new texture" button and simply put the fractal bumps texture on top of it.

GRAPHICS CARD DISPLAYS ✗
Lightwave is supposed to support the Picasso graphics card for rendering. I found that rendering to the Picasso screen in *Lightwave* results in a black screen as the final result and until I discovered a CyberGFX plug-in for Layout, I was forced to display my finished images through *DOpus.* Even now I have that plug-in, I still cannot get the undoubted benefit of the texture renderer because it relies on me having an AGA machine (I presume). Finally, *Lightwave* still does not support RTG for its interface. If it did, perhaps it might not have to kludge together a method for displaying texture previews.

INFINITE SURFACES ✗
Infinite surfaces are great, but only if you can reorder them once they get complex. Unfortunately, *Lightwave 5* offers you no means of doing so.

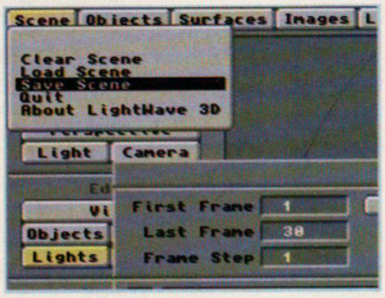
THE FILE POPUP ✗
The Scene menu was fine as it was. It isn't resizable, so you are always going to be limited in what you can do with it, no matter what resolution you've managed to shoehorn *Lightwave* into, so why have a menu on the old Quit button that you have to use to load or save a scene with. Why not leave it in the Scene menu?

LIGHT INTENSITY FALLOFF ✗
Lightwave has moved to a (more sensible) use of metres for light intensity falloff, rather than a percentage. This is only in the Bad column, because although *Lightwave* copes with a single value for light intensity from older versions, it doesn't handle envelopes. This means you'll need to go back into all your old scenes to adjust those explosions and so on.

METABALLS ✗
The manual states that you can give metaballs a strength between 0.7 – 5.0 or -0.7 – -5.0 . However, after extensive experimentation, I have discovered that the most you can do is give the Add Metaballs function a value of between 0.1 and 1.5 or negative values to the same amounts. I'm not sure if this is rationalisation, or a problem.

WIREFRAME VIEWS ✗
A really nice new feature for Lightwave 5 is the ability to show objects as full solid wireframes. Unfortunately, it's in the bad column because of the fact that it only works with the simplest objects and doesn't stop things from being seen through them. Basically, you only see the front surfaces of one object, but objects behind it still show through. Hardly what you would call solid...

PLUG-INS ✗
A bit more documentation would be nice.



The nonsensical file pop-up menu in operation.

most people I would be surprised if Newtek manage to sell any. Pricing *Lightwave* at over a grand on the SGI or Alpha is good when you consider the alternatives can cost as much as £25,000, but then, these are platforms where *Lightwave* is going to be used for commercial projects. People who need results fast because of deadlines won't be using Amigas. Those of us who create 3D animation for the love of it are being penalised by the cost of software on other platforms.

In conclusion then, *Lightwave* is a good product. It builds on the excellence of previous versions and the fact that it is now a small rendering fish in a big pond filled with the likes of *SoftImage, 3D Studio Max* and *Alias,* will no doubt drive it forward far harder than these other packages.

However, the pricing structure for the Amiga version is ludicrously high. The only conclusion I can come to is that Newtek are artificially pricing it high so that when no-one takes them up on their offer they can say, "Ah well, the Amiga market is dead – no-one upgraded to five, we won't bother with any further development then."

I really hope that isn't the case, but I also really hope that Newtek will take the Amiga seriously – and, at the moment, that certainly doesn't appear to be happening.



Distributor: amgfx 0171 468 3444
PRICE: £411.25 for an upgrade from version 4. £1169.13 for a new copy. Both are subject to £12 delivery charge
REQUIREMENTS: FPU, 12Mb RAM, CD-ROM drive, 90Mb hard drive space.

SPEED: ●●●○○
Fast, but not that fast. Interface speed on a graphics card is abominable.

ACCESSIBILITY: ●●●●○
One of the easiest 3D packages to learn.

FEATURES: ●●●●○
Lots of lovely new stuff.

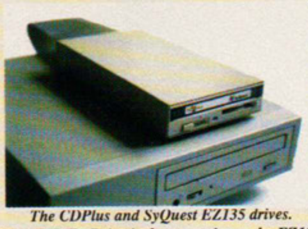
VALUE: ●○○○○
Extremely overpriced.

OVERALL VERDICT:
Newtek seem to be taking the mickey out of the people who have supported them the longest.

58%

Eyetech's Winter Warmers: Accelerators: '030/33MHz/FPU £89.95, '040/33MHz (cool) £239.95; '060/50MHz £449.95; ISDN 128KB Zorro II cards £189.95; 33.6 Data/fax modems £89.95; SX32Pro-50 £349.95; SX32MK2 £189.95; 200W PSU's & leads £59.95; 100MB bootable IDE Zip drives £119.95; Quickcam interface & s/w £39.95; 3 months internet + 28.8 modem + s/w £119.95; CDPlus system from £139.95

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The CDPlus and SyQuest EZ135 drives. The IDE Zip Drive is the same size as the EZ135

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"... It all worked faultlessly ... "
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SX32Mk2 & SX32Pro *Internal* Expansion for the CD32

The SX32 Pro is now shipping! Make your CD32 into a high powered, portable Amiga!

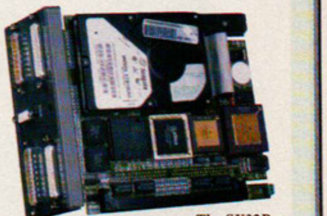
The SX32Pro and SX32Mk2 add ...

- 33 or 50MHz '030 MMU CPU and FPU socket (33Mhz FPU socket only on the SX32Mk2)
- Simm socket for up to 64MB of 32 bit fast (60/70ns) RAM (up to 8MB fast (70ns) RAM on the SX32Mk2)
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- Sockets for RGB video (23 pin), VGA video (15 pin), Parallel port (25 pin), Serial port (25 pin), Floppy disk port (23 pin)
- Jumper-selectable for PC or Amiga keyboard input (external adapter on SX32Mk2)

... to the CD32's existing mouse, joystick, keyboard, audio, RF, composite video and SVHS ports.

What do the reviewers say?

Amiga User Int'l	*"95% - Definitely Recommended"*
Amiga Computing	*"90% - A Dream to Use." Blue Chip Award*
Amiga Format	*"93% - A Job Well Done" Gold Award*



The SX32Pro

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If you have recently fitted - or intend to fit - an IDE/ATAPI CDROM to your A1200 *(other than an Eyetech CDPlus unit)* **without** a buffered interface then your Amiga is in risk of serious damage arising in the future. The A1200 - unlike A4000's and PC's - has ***NO*** internal IDE buffering. On the A1200 the IDE interface connects ***directly*** to the A1200 processor chip which itself has insufficient output to drive more than one IDE/ ATAPI device (and only then on a short data cable) for any sustained time period. To the best of our knowledge the ***Eyetech CDPlus*** is the only A1200 ATAPI CDROM supplied with a buffered interface as standard. We are now making this 4-device buffered interface available separately for use with other kits and D-I-Y CDROM installations. At only £39.95 it is a small price to pay to preserve your Amiga's health.

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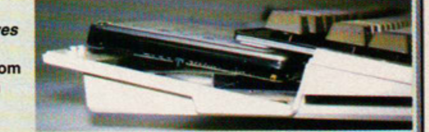
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"The fastest drive I have tested on any Amiga...95%" **- David Taylor - Amiga Format February 1997**

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3.5" removeable drive deluxe external HD case	£29.95
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3.5" hard drive to 5.25" bay mounting adapters	£6.95
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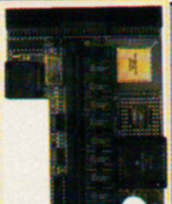
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40MHz Turbo '040 with MMU & FPU. *(60% faster than an Amiga A4000/40)*	***Only £259.95***
50MHz Turbo '060 with MMU & FPU. *(3000% faster than a standard Amiga A1200)*	***Only £449.95***

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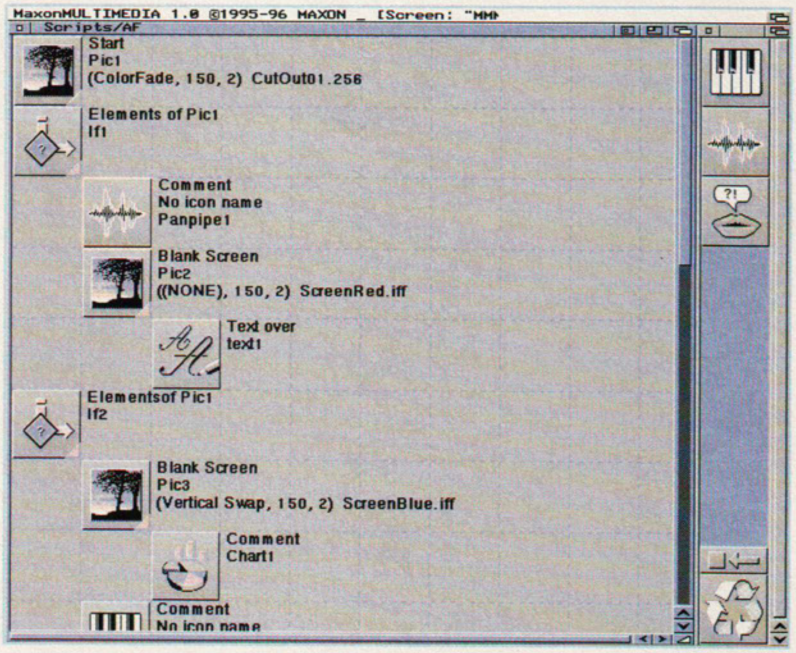
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Media Magic

A fresh multimedia package from the company behind *Cinema 4D*. But can the 3D experts turn their talents to the new medium? David Taylor finds out.



The script is built up from icons. Here the "If" clauses are all separate from the picture so actions on the picture are not available.

There hasn't been a lot happening in the multimedia arena for some time, so this all-new package from Germany is sure to arouse some excitement. Put together by well known German developers Maxon, it aims to make getting powerful multimedia applications easier than ever.

A NEW RESOLUTION

When *Media Magic* first loads, it comes up in the standard Hi-Res. This is fine except that the system is icon driven and in Hi-Res there's room for about four icons on the screen, forcing you to scroll around to find the one you need. You can edit all the interface preferences, but even in Hi-Res laced, you can't help but feel that the chunky icons take up a little bit too much screen space. The main problem is that the floating toolbar, which appears on the right, can only be resized vertically. If you could make it into two columns, everything would be a great deal easier.

The plus side is that you can minimise open projects to the desktop and so open up more than one at once. The program can be opened on Workbench or on its own screen, but despite all the changes you can make, you still find that some requestors don't fit the screen and you have about 20 pixels to scroll. You also find that some requestors opened from within requestors appear on Workbench or on the Media Magic screen, not on the original requestor screen. This seems to be because the requestors often open up their own screens. You therefore have to find a way to switch screens to find the missing requestor and then back to the original. In the end, you need something like ScreenTab to allow you to tab between all these rogue requestors. The interface definitely needs some tweaking.

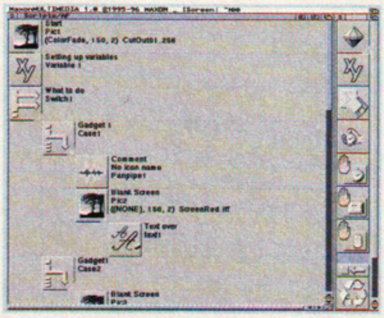
VISUAL SCRIPTING

Once you're acquainted with the type of interface, and have got the preferences set to your needs, you can start to make sense of the program. The first order of the day is to read the manual from cover to cover. This is not the sort of thing you'll ever want to do with a program, but if you don't you will miss out finding out how some parts work and end up creating projects in a very long winded fashion. The manual itself is easy to read, but has an annoying tendency to always reference later parts. By the time you've reached the fifth instance of "You can do this with this, but we'll tell you how to do it later", you wonder if they are ever going to tell you how to actually achieve anything!

The Index is also lacking and some of the more complex areas are skated over. It is possible to work out how it all works, but you have to be able to understand some basics of BASIC programming.

The program takes a scripting approach, where your visual presentations are built up from a set of definites and possibilities. For example, you tell it to display a picture and then tell it what to do if the user clicks on a certain part of the picture and what to do if the user clicks elsewhere or simply hit the 'return' key.

Instead of using "If" clauses when there are multiple possibilities, it makes more sense to use Switches and Cases.



It achieves this through a combination of icons and procedures attached to them. When you want to display a picture, you choose the visual section and go to the picture icon. Drag it onto the scripting window and drop it in the top left. Then double-click on the icon. This will take you to the procedure level where you define which picture is to be shown and how it will be brought in.

Media Magic has a large selection of predefined effects, many of which can be further defined. These effects give you plenty of wipes to choose from so that the picture doesn't just "appear". A personal favourite is the ColourFade – the picture flashes in as if it were being teleported in from a sci-fi show. As the picture is going to be the backdrop for all the action on this screen, there's plenty of things you can do with it.

The first thing to do is get some text up on it. This is done in the text editor, which is available from the picture editor. When the text editor is called up you can choose where on the screen you want to display the text and what font it is to be in. A set of effects, similar to those for the pictures, decide how the text will be wiped in. The text also has a set of parameters which enable you to add features like shadows or 3D effects to fonts.

Unfortunately, it doesn't seem to use colour fonts particularly well. Whilst it can load typefaces created by *Font Machine* (which are the sort you really want to be using in flash multimedia) the program doesn't correctly load or remap the palette and you end up with a font from a reduced colour set. When

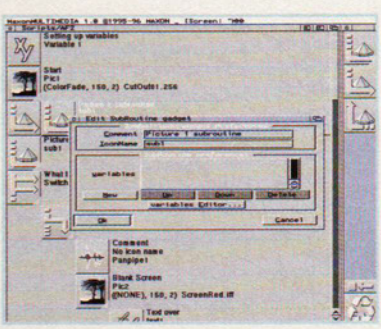


The resulting presentations will only look as good as the images you use, so get hold of a decent source CD. Otherwise nobody will bother to find out how clever your script is.

you select a font, you have to wait for it to load up the entire font directory almost every time you open it, although it does sometimes seem to cache it. The other drawback is that you can't wipe the text off again.

GADGETS

If you then want to define some actions for the page, you need to go to the gadget editor. This shows the picture on a separate screen in the background and allows you to create boxes, which you can move around and resize, to act as hot spots. These are gadgets that will react when the user moves the mouse over them, highlighting in one of a few ways, and perform an action when the user clicks on them. You can even assign a sound effect to the click. The problem with the gadget editor is that you can only create rectangular hot spots. This is a bit limiting – you can use a brush gadget which works, but this is a long winded solution to creating a circle. The idea, I suppose, is to enable you to use any shape – less complicated than having multiple editing types. But, I can't help feeling that it's been done to cut down on programming time. Each gadget has an identifying ID number which you need to remember so that you can attach actions to it.



Setting up sub-routines makes it easy to re-use code, but be careful when variables are concerned, because local ones aren't transferable.

This is the simplest part of the program dealt with. You now have to start programming consequences. The easiest way is probably to use the "If" icons. All you do is place one on the screen below the picture and then edit it. The preferences for this icon allow you to say what condition has to be met, for the results of this If clause to be executed. So, all you need to do is select Gadget 1. If you haven't selected the Expert Editing function in the preferences, you will only be able to select functions from the drop down menus, which is frankly too limiting. Within minutes of using the program you'll want to swap from normal to expert, because the amount of coding is minimal. Then simply tell the program that the clause will be executed if the gadget 1 is clicked on: "Gadget() ==1".

PARENTAL CONTROL

What you can get the program to do, should this be the case, depends very much on where you placed the If icon. If it is directly below the picture, then it is a parent icon and you cannot make any further changes to the picture. You could bring in a second picture or play a tune, but you couldn't display new text on that picture, because text can only be added as a child.

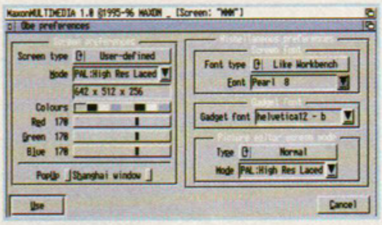
The idea of parent/child relationships in programming is very basic. Objects are either independent, or only available as a sub section of another. It makes sense here to have the whole clause as a sub-section of the picture. After you have told it when the clause should be executed, you simply tell it what to do. Drop a text icon on and then edit it as you would normally over the picture.

Continued overleaf ➡

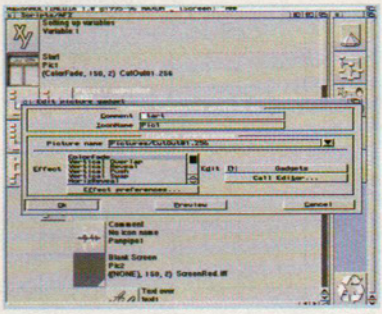
The only problem is that everything in the clause and indeed in the program is executed sequentially. There is no way of getting it to perform multiple actions at once. So you can't for example bring in two text wipes and fade in a module at once. You have to bring in one text wipe, then the second and then the module. This is perhaps the program's greatest flaw.

When you have decided what to do in that clause, you can go back and add another If clause as a second child to the picture. What you will have noticed by now is that the actions that follow clauses are placed below and to the right. This makes it easy to see what belongs to which and when it is activated. The second child goes back to being in the second row along, and the process starts over. The problem that occurs with independent If clauses is that you may end up hanging the entire rest of the script off each gadget selection – even when many actions or consequences that happen later on are to be the same.

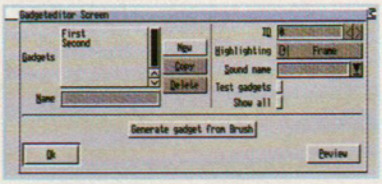
To get around this you can use sub-routines. These are like additional scripts with re-usable code in them. You can call a sub-routine from anywhere else in the script, they are executed and then control is returned to the main script at the point after the sub-routine was called – now you should understand why some knowledge of BASIC is handy. This means that parts that you might want to use again and again only need to be coded once. The sub-routines are easy to set up, you just drop a GoSub icon on the page and then define a sub-routine. Then you click on the GoSub selection icon and choose the new sub-routine. Now when that section is reached, the sub-routine is executed.



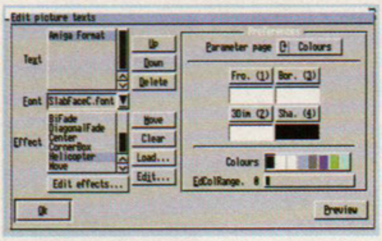
The screen preferences allow you to tailor the interface to your system. This is the first thing to do.



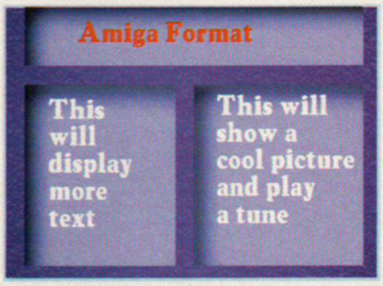
Selecting a picture is easy. Drop on the icon, choose its properties from this requestor and add an effect. Other editors can also be launched from here.



The gadget editor allows you to set up hot spots on pictures. It is a separate screen, not a window on the picture, which is a shame.



The picture's text editor allows you to add text over a picture with effects and delays – but you can't wipe it back off again.



Using a pyramid wipe, text effects and a few gadgets, the project takes shape quickly. The background is from *Backgrounds Unlimited* from EMC.



Part of the demo script. It looks good, but hopefully more complex ones will be supplied as examples as this one doesn't use many of the features.

CASE IN POINT

If you have multiple gadgets on a page you might find that the If solution to actions isn't the best method. It is better to use switches and cases which work in a simpler way. You set up a variable, using the variable editor, to be defined by which gadget is clicked on. You then insert a switch and a set of cases. By defining the switch icon to check a variable (the one you set up) and then using a different case for different values. For example, set the switch to variable a, and then the cases to values 1, 2 and 3 respectively in order to deal with three gadgets.

Variables and switches are very useful, but you have to make sure that you are setting variables correctly as either "local" to the procedure or "global". If you get it wrong, your script won't work. The pity about variables is that you can't use them in file decisions. It's not like a programming language where you could feed the variable as part of a filename so that results of variables decide on which picture is displayed. This isn't too important when dealing with a small number of possibilities, you can just set up the cases for each alternative – but for more complex situations this is rather difficult.

Variables are very powerful on the one hand, with multiple input choices – mouse buttons, keys, numbers, etc, which can all be worked on with mathematical operators, making the scripting powerful, but they are then emasculated when you can't feed them to every aspect.

USER INPUT

There are plenty of other actions and features in the program. You have timers which can delay execution for a period or until the user does something; you can execute external programs, insert animations and speech, create charts – which is quite a novelty in a program like this, although the results aren't quite as configurable as I'd like.

In conclusion then, *Media Magic* is a mixed bag. The author has obviously seen the likes of *Visual Basic* on the PC or at least some similar environment. The visual scripting idea is very easy to get to grips with – if you don't know about it, the manual, despite its flaws, explains it adequately. You can get up and running within minutes of finishing reading, however, after a while you wish that you could do more direct coding. It is quicker to type in the entire clause than keep finding icons and dropping them on.

There is a player that comes with the package so you can distribute your presentations, but I would have liked a chance to save out executables so that they could stand alone without the need for a player. This is common on other platforms, and has been done on the Amiga with the more basic Nucleus, and makes distribution easier. It's probably difficult and you would need to keep the file size down by leaving modules and pictures out of it and loaded in separately, like the Cast idea in *Director*.

However, you can't deny that the possibilities offered by *Media Magic* far outstretch the ones offered by previous home multimedia authoring packages. You can create stunning results, so don't be put off. This is, after all, only the beginning.

Distributor: HiSoft 01525 718181
PRICE: £49.95
REQUIREMENTS: WB2, 2Mb RAM. WB3, 4Mb+, 68030+ recommended.

SPEED: ●●●○○
Some effect looked a little jerky, even on an '030.

MANUAL: ●●●○○
Needs to be more in-depth.

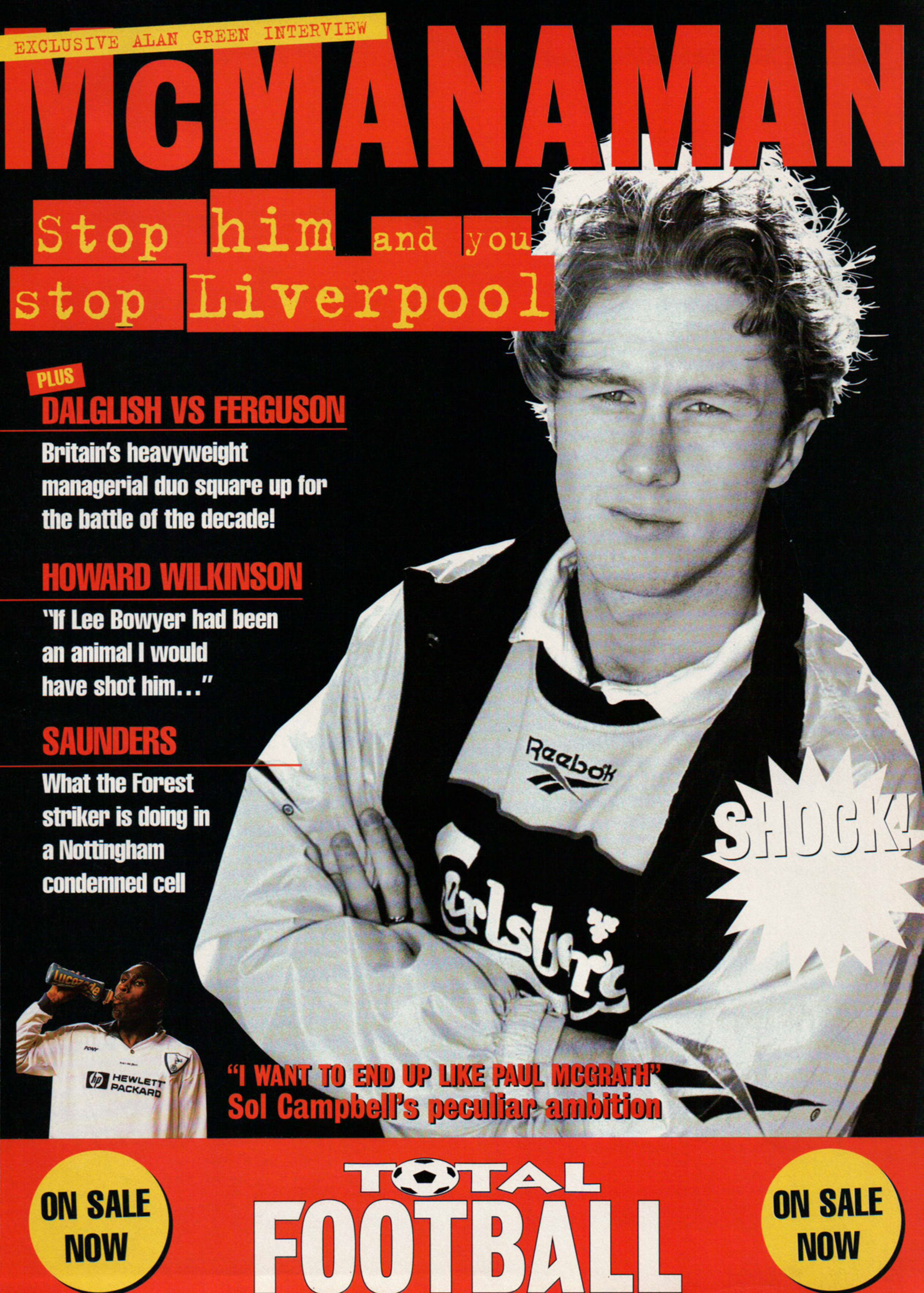
ACCESSIBILITY: ●●●●○
Very easy to get into as long as you read up first.

FEATURES: ●●●●○
You can do much more than before.

VALUE: ●●●●●
A program we can all afford.

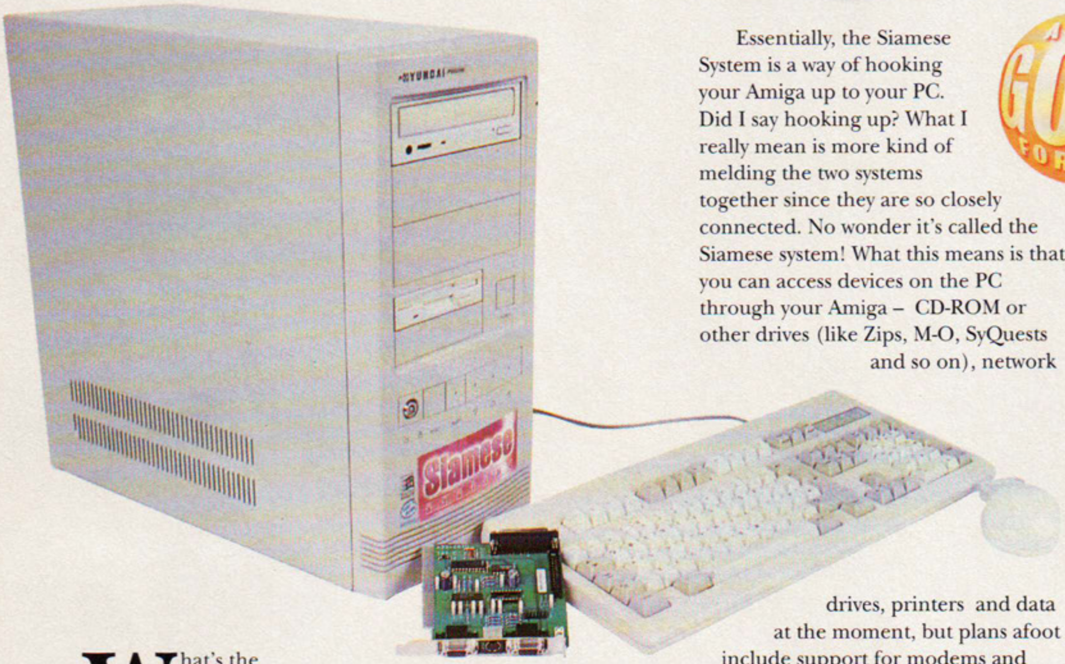
OVERALL VERDICT:
If you're into multimedia it's a program well worth checking out.

87%


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"If Lee Bowyer had been an animal I would have shot him..."
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What the Forest striker is doing in a Nottingham condemned cell
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"I WANT TO END UP LIKE PAUL MCGRATH"
Sol Campbell's peculiar ambition
ON SALE NOW
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Siamese System

A familiar name, but the concept seems alien. Ben Vost makes it all clear for everyone.



A picture of a PC in the hallowed pages of *Amiga Format*? Be still my beating heart. That little card in front of the machine is the wonder responsible for all the groovy stuff the Siamese is capable of.

What's the Siamese do again? It's a PC emulator, right? Nope. Oh, OK, it's a thing to let you network your Amiga with PCs, then? Weeell, yes, but it's more than that. I get into these conversations every day at *Format* towers with Amiga users wanting to know exactly what the Siamese is, and I'm sure HiQ do too. Like most revolutionary ideas, it takes a while to sink in, even more so for developers shown the system who can't quite cope with the notion of integrating two disparate systems as closely as the Siamese manages.

YES, WE'RE TWINS!

In testing the Siamese, I tended to just use the Amiga keyboard but kept both meece handy since using the wrong mouse for the machine you were currently using tended to be a bit jerky. But I was astounded to find that the PC convention of using the CTRL key as the universal keyboard shortcut modifier has been translated to the Right Amiga key meaning that you can cut, copy, paste and print just like you would on an Amiga.

The Siamese is even more impressive in the fact that you can actually paste the Amiga's clipboard into a PC application and vice versa.

Essentially, the Siamese System is a way of hooking your Amiga up to your PC. Did I say hooking up? What I really mean is more kind of melding the two systems together since they are so closely connected. No wonder it's called the Siamese system! What this means is that you can access devices on the PC through your Amiga – CD-ROM or other drives (like Zips, M-O, SyQuests and so on), network drives, printers and data at the moment, but plans afoot include support for modems and other bits of equipment commonly found on the PC platform. Also very important is the fact that you can share one monitor, one keyboard and one mouse between the two machines, which will certainly save on deskspace and cash.

Setting up the Siamese proved little problem for me, but you will need to know a bit about PCs and their damnable serial port conflicts if you don't want to run into problems. Installation of the software is very simple thanks to the Commodore Installer and setting up the PCs software is little more difficult. Fortunately, the Siamese comes with a very explicit manual that, if followed step by step, will ensure trouble-free installation. Probably the biggest bug bear for this will be the problem of Amiga-oriented monitors. If you have an A3000 with or without a graphics card, or a 4000 with an RTG card and a flicker fixer, then you've probably already got a pretty good quality monitor – you may even have bought it from a PC dealer. If, however, you have one of the Microvitec low-end models like the 1438 you might have trouble using your PC's graphics card with it and you can forget even trying to use a 1084, 8833 or TV with it.

AMIGA GOLD FORMAT

WHAT'S THE SOLUTION?

If you want to share a monitor between your PC and Amiga you are going to have to get one that will sync to the right rates to suit both the PC graphics card and your Amiga. For an AGA machine this means running in DblPAL, DblNTSC, Multiscan or Super72 on the Amiga and pretty much precludes games on your Amiga unless you unhook it from the Siamese and put it back on your old monitor. But then, if all you do with your Amiga is play games, you're unlikely to either need or want a Siamese.

By default, the Siamese uses your machines' serial ports to transfer data back and forth and while this is fine for small packets which can be transferred very swiftly via serial, it's not ideal for large amounts of data like animations or pictures. That's where SCSI

WORKS WITH...

Putting two machines together is never easy thanks to the 'standards' we are all subjected to, but here's a list of the items that Siamese likes. It's not a comprehensive list, just devices that have been proven to work.

Amiga SCSI controllers:
- ✓ Oktagon 2008
- ✓ DKB 4091
- ✓ Surf Squirrel
- ✓ A4000T/A3000(T) motherboard controller
- ✓ DKB Ferret for Magnum accelerator

PC SCSI controllers:
- ✓ NCR 810
- ✓ Adaptec 1505
- ✓ Adaptec 1541
- ✓ Adaptec 2940

Other Amiga boards:
- ✓ Multiface 3
- ✓ GVP I/O Extender

(But there is no way of updating the screen display using these cards)

PRICING

The price includes the Siamese Connection Kit worth £149.95

Packs include Windows95 OEM CD-ROM and Microsoft Works v4

All Prices Include VAT

Intel Pentium Systems – Monitor not included

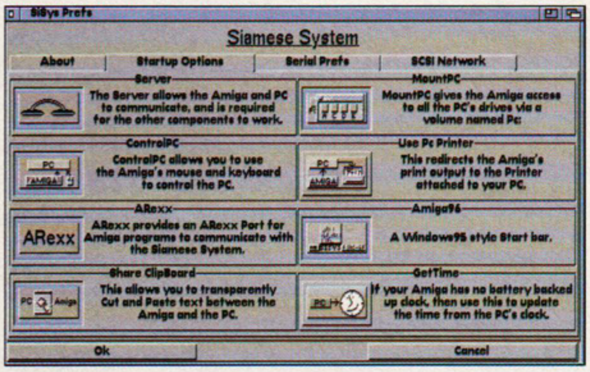
	P133	P150	P166	P200
16Mb RAM	£899.95	£939.95	£1,059.95	£1,259.95
32Mb RAM	£979.95	£999.95	£1,129.95	£1,329.95

Cirrus 686 Pentium class machines – Monitor not included

	P120	P150	P166	P200
16Mb RAM	£849.95	£879.95	£899.95	£999.95
32Mb RAM	£899.95	£949.95	£969.95	£1,099.99

Above systems include the following:-

PCI Motherboard 256k cache, Processor, 1.2Gb EIDE drive, floppy drive, 2Mb PCI 3D SVGA graphics card, keyboard, 16-bit sound card, Siamese card, Mini Tower case, Windows95 CD-ROM, Microsoft Works package and 3D games demos.



The comprehensive preference options for the Amiga side of Siamese look complex but are all well-explained.

SHAPE OF THINGS TO COME



Although the Siamese system is already pretty incredible, HiQ are not slackening the development pace one iota. Already they have a pretty convincing version of RTG for the Amiga which allows you to display your Workbench screens on the PC inside a Windows95 window. You will even be able to drag and drop files between the two different environments.

Other items in development include the Parallel port transfer mode already mentioned and a special API that allows developers to use PC APIs in their Amiga programs. API stands for Application Program Interface and basically means a set of tools to control an aspect of a program (or programs) through another.

In effect, an API is somewhat like the Amiga's shared library system, but far more extensive and HiQ's plan is to create a kind of gateway API that will pass data back and forth between the Amiga and PC so that, for instance, Amiga programs could have ActiveX or OpenGL facilities.

networking comes in. SCSI networking has been around for a long time, but HiQ are the first people to implement a system where both machines get automatically updated once file transfer is complete.

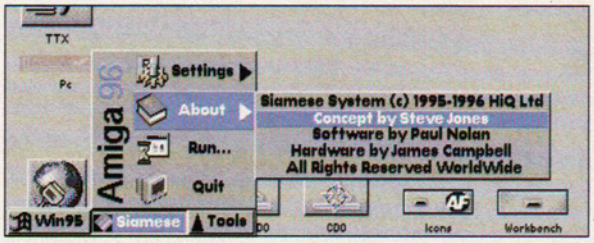
The beauty of the system is that the Siamese intelligently decides whether it will be more beneficial to transfer data via the serial port or the SCSI network and deals with it accordingly and transparently. In the near future, HiQ hope to have a parallel transfer mode perfected which will be something like eight times faster than the low-end speed of about 5k a second for serial (you should be able to get about 11kbps depending on your hardware).

LINK TO THE FUTURE

All in all, the Siamese system is something so important to the future of the Amiga that it's hard to really explain just what is so good about it. Think about your Amiga. Try to imagine telling someone how good your Amiga's Workbench and programs are simply. You'll get questions like "Does it run Windows?", "It's a PC, right?" and others, all fed by the general media's misunderstanding of the computer market. Now imagine you have an Amiga and a PC, right now, and they are completely separate from one another.

Now try to imagine that you can use them both almost as one machine and you'll start to get the idea of how important Siamese is. When you know that, should Quikpak's bid for Amiga Technologies go through successfully, the Siamese will be incorporated into some new Amigas, it really opens your eyes. If you have a PC and an Amiga you owe it to yourself to buy a Siamese, that's all there is to it.

Paul Nolan's start menu was the first to appear on the Amiga to coincide with the launch of the Siamese last year.



Distributor: HiQ Ltd. 01525 211327
PRICE: £149.95 (see boxout)
REQUIREMENTS: A PC! SCSI controller for SCSI networking, free serial port.

SPEED: ●●●●○
Transparently fast particularly with SCSI.

MANUAL: ●●●●●
Clear installation instructions.

ACCESSIBILITY: ●●●●○
The Amiga can be a bit recalcitrant at times.

FEATURES: ●●●●●
You can't beat it.

VALUE: ●●●●○
You'd expect to pay far more.

OVERALL VERDICT:
The Siamese is definitely the must-have peripheral for Amiga owners with PCs.

93%

DOS PROBLEMS

Because Siamese is supposed to work with Windows95, it can mean problems when you need to run something through DOS on your PC – games mainly, but also programs like *Scala* that want to get more access to PC resources than Windows will allow them to. The easy solution to this problem is to use Alt-Tab on the PC keyboard to switch tasks. As long as you are on a Windows screen when you switch to the Amiga you'll have no trouble, but switching from a DOS screen often results in PC screen corruption caused by poor quality VGA drivers which might mean that you have no choice but to reboot your PC.

Siamese

S Y S T E M S

Siamese System V1.5

AMIGA GOLD FORMAT

What is the Siamese System?

The Siamese System was designed to enable the computer user to have multiple platforms (Amiga WB3+, Windows 95, MacOS) appear as if they are a single machine, so as to make the user more productive. It does this by taking the two machines and a possible MacOS emulator on the Amiga. Once this is setup you operate one keyboard and mouse on all of your software, look at one suitable monitor that can handle all the screen modes you wish to use and then as far as you are concerned you just run software, you need not worry if that software is Win95, MacOS or Amiga software because it justs runs in front of you. Obviously this is backed up by the fact that the Siamese System has all of the drives from the different operating systems mounted within the Amiga Operating System so that you can share files instantly between applications.

With the standard pack, file transfer is via serial, but if you have a suitable SCSI card on the Amiga and PC and a shared SCSI drive for buffering, you can send the files via a very high speed SCSI network developed for and included in the standard Siamese System software. Rates of severa; Mb/sec. have been recorded with a high speed SCSI network setup between the machines. Please note that if you have the SCSI network installed you still need the Serial connection for the Siamese control software link.

You can cut and paste text between applications and other functions are available to make the system integrated, sharing of printers, programs like Winexe or MCI which allow the Amiga to launch PC applications from the Amiga or control PC MultiMedia devices, even from Dopus. There is also a full Arexx port for calling Siamese functions from other programs.



Another feature to be added in March as a low cost upgrade is RTG which is part of the Version 2 upgrade. This system opens Amiga screens on the PC graphics card enabling from 256 up to 16M colours, higher resolutions and a flicker free display for all Amigas with WB3+. Version 2 is also compatible with Windows NT4.

£149.95 inc Vat

Siamese System V1.5 voted Hardware Product of 1996 by Amiga User International

For more details please call HiQ or surf the Web.

!!! Video Toaster Owners and US Customers !!!
Please call Anti Gravity about Toaster Support.

So you want a Siamese System but need a PC?

Buy your Pentium PC from HiQ, the people who understand both the Amiga users needs and the advantages of using both platforms.



Cyrix P166 £899.95 Inc Vat

Includes Siamese v1.5 £149.94

System components:-
Siamese System Version 1.5
Intel or Cyrix Processors.
Diamond Stealth 3D Graphics card.
Windows 95, Microsoft Works V4.
Ergonomic PC Keyboard.

The Price includes the Siamese Connection Kit worth £149.95
Packs include Windows 95 OEM CDRom and Microsoft Works v4
All Prices Include Vat

Intel Pentium Systems - Monitor not included

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16mb Ram	£899.95	£939.95	£1,059.95	£1,259.95
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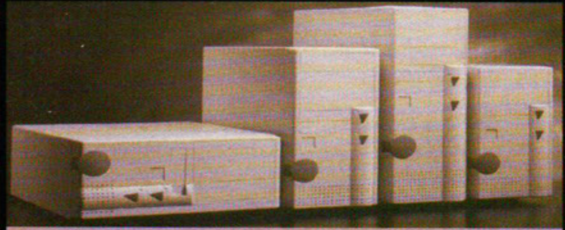
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Prima Atom

Not enough power? Dave Taylor thinks your problems are definitely over.



With the death of the Goliath power supply, the Amiga community had been left wondering exactly how they'd be able to upgrade or replace their power brick if they ever had to. The problem with the Amiga is that its power supply was reduced at the same time as the A1200 was given enough ports to make an admiral scratch his head. What was the point of all this expandability if you couldn't pursue all the avenues.

Things improved somewhat with newer hard drives. The new 3.5" hard drives have much lower power needs than those of a few years ago. Even so, add a large drive, an extra floppy, an accelerator (especially an 040) and lots of RAM and you might start to get the tell tale under-powered signals – crashes and gurus, read/write errors, etc.

The new Atom solves this problem. It is simply a PC power supply housed in an external casing with an Amiga power input cable coming from it. A second power out can be used to power the monitor. Now you can have your complete set-up running from one socket and turned on and off at the flick of a single switch. If you want to power the monitor from it as well, you do need a cable that takes the power out (it's one of the "kettle" lead variety). When you check out the price of PC PSU, the cost, including housing, makes this a reasonably priced upgrade.

AMIGA FORMAT GOLD

Distributor: First Computer Centre
0113 231 9444
PRICE: £69.99
REQUIREMENTS: A1200

OVERALL VERDICT:
Not an earth shattering peripheral, but if you need a new supply, then it's ideal.

90%

Indigo Power Adaptor

Dave Taylor shows you how to save yourself a socket with this simple-to-fit DC adaptor.

Anyone who owns a modem or a set of external speakers, is possibly slightly miffed at having to use a separate power supply for them all at 6V. If you have a box Amiga, like an A4000, then this adaptor, which was designed for the PC, works perfectly well.

It is very simple to fit. Just open the box up, find a spare slot at the back, and a spare power connector. If a spare connector isn't available, you can simply detach one. Then just place this power lead as a through connector, as if it were simply an extension cable.

There's a metal bar that goes into the back slot and the power cable comes out from there. On the backing plate there are three jumpers which can be adjusted to set the voltage to either 3V, 6V or 9V – depending on your needs. The out-lead has a connector which can be reversed to change the polarity (which part of is + and which -). Before putting your Amiga back together or turning it on, you need to make sure that you have the correct voltage and polarity required for the equipment (these should be displayed on the back of the equipment near the 'power in' socket).

The Indigo is easy to fit and saves on a socket. It also means you don't have to keep finding batteries for those small speakers. My only niggle is that the voltage switches should be on the outside.

Distributor: First Computer Centre
0113 231 9444
PRICE: £12.99

OVERALL VERDICT:
A neat idea that works as promised but costs a few quid more than it should.

80%

Exploring Lightwave 3D

Another huge tome dedicated to getting the best from *Lightwave*. Ben Vost gets out his reading glasses.



The first thing that should be said is that *Exploring Lightwave 3D* by Todd Payne and Robert Rosenbaum is not 100 per cent up to date. It concentrates mainly on v3.5 of *Lightwave* and looks at the new features provided by v4.0, although at the time the book was written, 4.0 wasn't yet released.

The book is really a kind of upgraded manual, giving you the basics of the Modeler's tools and showing you the difference between planar, cylindrical and spherical image mapping – not exactly ground-breaking stuff.

To be honest, you'd be better off buying a cheaper, more tutorial-oriented *Lightwave* book like *FX Kit for Lightwave* by Alan Chan. The only really good bit in *Exploring Lightwave* that you won't readily find in the manuals is the colour and lighting theory section. There's also advice on writing your "screenplay" and storyboarding your animation. Unfortunately, this slim section within the rather thick book is not, in my opinion, worth the £64.99 retail price.

Distributor: Paragon Publishing
01604 832149
PRICE: £64.99

OVERALL VERDICT:
Overpriced and information poor

45%

CD-ROM round-up

3D IMAGES

PD Soft 01702 306060



A CD full of rendered images? 800 pre-rendered pictures. Well, there's no doubting that some of them show real talent, but with some of them no more than mediocre you can't help but wonder what the point is. If you want some flash artwork, then you might as well check out Aminet. After all, this CD is a joint Amiga/PC affair, so you've no way of knowing what was used to create the pictures anyway. There is a JPEG index to the images to help you find suitable ones and there are also a set of 3D related utilities from the Shareware fraternity. But, I can't help thinking that as good as the results are, they don't really offer much for £10. With all the 3D program giveaways recently, you would have thought PD Soft could have negotiated a deal and supplied an upgrade offer – at least then you would be getting some functionality for your cash. As it stands, you get some pictures, which aren't useful as backdrops because they are finished artwork, and a set of utilities that any serious 3D user will have already acquired.



Some of the images are very complex and well done (above) but others are very simple, greyscale and untextured.

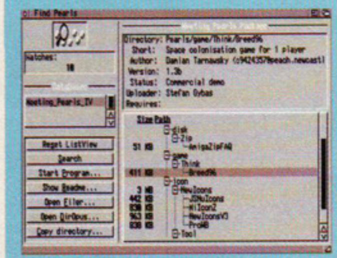
A complex and simple design shows how 3D pictures can be captivating (above left) but do you want to buy 800 images?

VERDICT 65% £9.99

MEETING PEARLS IV

PD Soft 01702 306060

A brand new utilities and Shareware CD for less than £10? The Meeting Pearls team are back again and rightly proud of their achievements. Because they compile the CD without paying themselves and insist on keeping distribution costs down, they can sell the CD cheaply. This does mean that money is only going to be made if people pay the registration fees of programs they like. I know we hammer on about this, but unless people do respect Shareware, then we will lose the remaining authors we have and that would be a disaster.



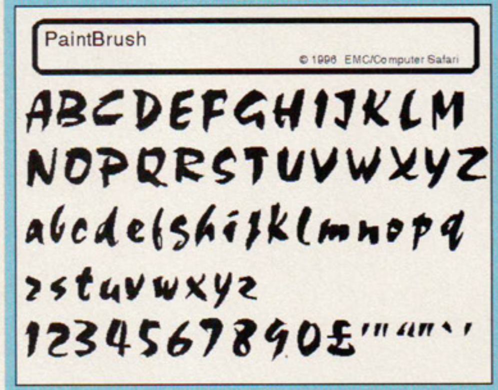
The interface is brilliant. It has all the information and functionality you need and the program integrates seamlessly.

The CD-ROM has its own excellent interface, which allows you to search for programs and run them directly. Each program has a small description in the interface and it all works beautifully. Additionally, this CD has been created using a new file system that allows it to retain the Amiga's protection bits (you need to run a file system like AmiCDFS to run this CD) so that all the attributes (like script status) are intact.

As to content, this is a diverse collection with everything from games to utilities. This almost looks like a best of Aminet CD. With the decline of Shareware, it's not surprising that a lot of these programs are a couple of years old but the layout of the CD is faultless and the content is of a really high quality. Ideal if you need a really good general collection.

VERDICT 80% £9.99

COMPUTER SAFARI – THE COMPLETE COLLECTION



A preview of one of the many fonts from this comprehensive round-up, but are fonts still a big seller?

E M Computergraphic 01255 431389

This Limited Edition gold disc contains all the Computer Safari fonts gathered together. They come in Bitmap, Compugraphic, Truetype, Type 1 and Workbench scalable formats.

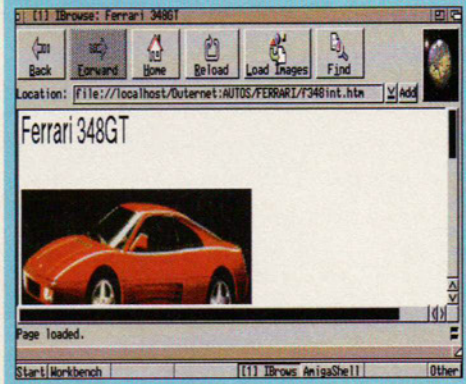
To give you some idea of the work that's gone into this CD, the bitmap fonts are supplied in 23 sizes from 18 to 192 point. Each font (and there are over 90) is supplied with a preview in the Previews directory. The previews show all the characters in an IFF image.

There's plenty to choose from, but some of the fonts are very similar. It is a handy addition to the graphic artist or DTP enthusiast, but I think the market for more font CDs, like art CDs, is either dying or saturated. However, if you need new fonts, you know where to look. The variety of formats make the CD attractive. This is a dual format CD, with the fonts supplied in PC versions too.

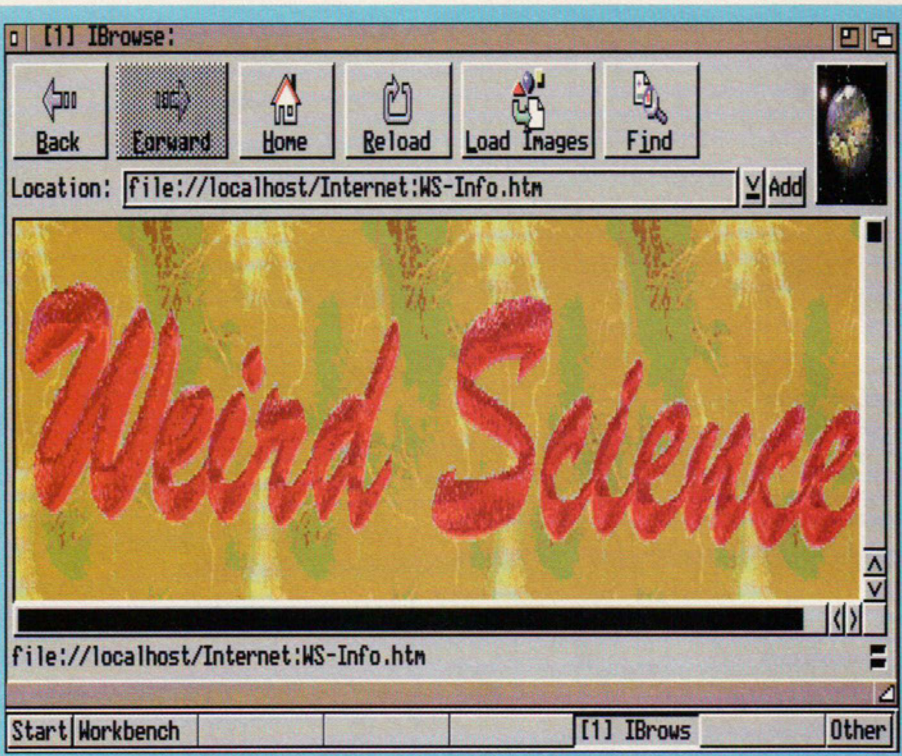
VERDICT 85% £39.99

IN TO THE NET

Weird Science 0116 234 0682



The second, Out of the Net, CD has a set of different sites stored locally and divided into sections. Topics range from art to computers and cars.



The *In to the Net CD* includes its own brief HTML interface that is designed for Amiga, PC and Mac users. Here it uses the default *IBrowse* which runs from the CD.

The fever surrounding the Internet continues but the Amiga seems to tail behind other platforms. Recent commercial ventures have enhanced the situation, but it can't have escaped anyone's notice that a great deal of the utilities and programs still come from the Shareware community. Weird Science have put their expertise to the test in creating a CD-ROM which makes the process as easy as possible and to their credit, they've succeeded.

This CD pack has two CDs. The first has a set of programs, including the excellent *Miami,* which sets up your WWW connection through a simple set of questions and a usable demo of *IBrowse*, which runs directly from the CD and is used as the default HTML viewer. There are other viewers and also some other programs.

If you don't have a hard drive, then you'll find that they have also included a set of boot disks to be copied from the CD so that you can run directly from floppy. There's also an AmigaGuide index to the related archives which are devoted to giving you the best Internet utilities. There are guides to HTML 2 and 3 mark-up, some web creation tools and sample images for you to get started. There's also a great introduction to Web authoring.

AMIGA GOLD FORMAT

The second CD includes some actual WWW sites transformed into local files so you can start browsing without connecting. There's quite a collection and some good sites, but of course it does lack the constant updating that happens with the WWW and cannot attempt to give you a complete overview of the wealth of information out there.

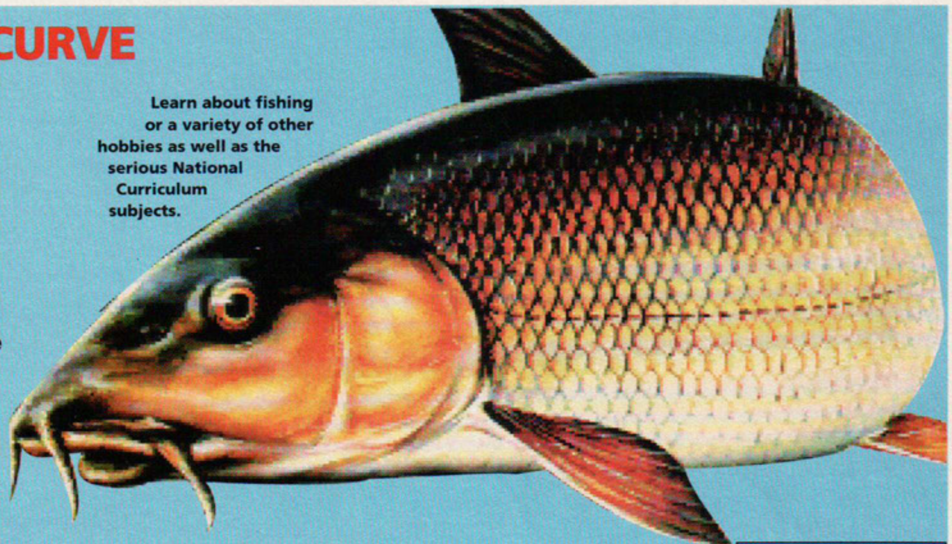
If you are already on the WWW, then this CD has little to offer that you can't already get for yourself. If you aren't already hooked up, but are thinking of getting online in the near future, then this is a great place to start.

Have a look around before you join an ISP to see if getting online is really what you want.

VERDICT
90%
£19.95

THE LEARNING CURVE

Weird Science 0116 234 0682



Learn about fishing or a variety of other hobbies as well as the serious National Curriculum subjects.

The Amiga doesn't have a great deal of quality educational titles. There's been 10 out of 10 software and some Europress stuff, but it's died off recently and the only newish educational product has been the new encyclopedia. This *Learning Curve* CD attempts to redress the balance. It has over 32,000 files all dedicated to education. Unfortunately far too many of the programs are simple AMOS affairs that are very dated and will not hold any child's attention. The plus side is that there are some good products, although all old Shareware, which back up the learning theme – like the *Scion* program for genealogists. Also in its favour is the fact that everything runs directly from the CD.

You'll find quite a few books in AmigaGuide format. You can browse Aesop's Fables or read the King James bible. I suspect though that electronic books aren't enough to encourage people to buy the CD. There's a good, if amateur, explanation of computers and a repetition of the 1992 Jay Miner interview. If you've never read this interview with the father of the Amiga, then it's very interesting, saddened by the footnote reminding you of his death a few years ago.

All in all, this CD attempts to satisfy a market that has never had its full potential exploited on the Amiga – but doesn't offer the quality of commercial software. It's not without its plus points, but it doesn't shine.

VERDICT
65%
£19.95



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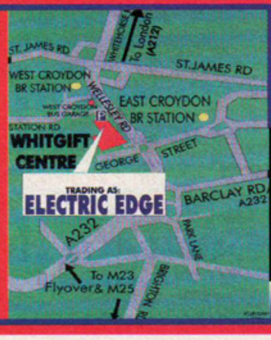
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Workbench

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IDE AND PCMCIA

I have recently bought a quad speed CD-ROM for my A1200. Can I fit extra IDE hard drives onto my system (using either the CD-ROM IDE adaptor, or the internal IDE), or would I have to go the SCSI route for additional storage space. The adaptor in question is a PCMCIA Tandem adaptor connected to a Matsui CD-ROM. The internal IDE drive is a straightforward 3.5" drive connected with the 2.5" to 3.5" adaptor.

I recently converted an old PC to Linux, allowing me to run a TCP/IP network, but I would really like to put the Amiga on Ethernet (rather than just using a serial connection). Are there any reasonably priced network cards for the A1200? Has anyone written Amiga software for the multitude of PCMCIA Ethernet adaptors available for PC laptops?

Roland Ward
Glasgow

Yes, but with reservations. First of all, the CD-ROM drive connected to the PCMCIA slot is using a completely different interface from the hard drives and so will not affect whatever you do with the internal IDE connector. Therefore, as you are using a standard 3.5" IDE device you can fit another 3.5" device and set up the drives with a Master/Slave configuration.

However, there are two potential problems. Firstly, you might be asking too much from the power supply. Secondly, the internal IDE connector is un-buffered, and connecting two drives is risky in the extreme. I would recommend you contact Eyetech and discuss the special IDE buffer board they sell.

I've been waiting for an A1200 Ethernet interface for years. Yes, it should be a matter of someone writing suitable drivers for a PC compatible PCMCIA Ethernet card. However, this must be trickier than it first appears because no-one seems to have done it yet.

BIGGER SIMMS

I have the following question. Is it possible to put SIMMs bigger than 4Mb into the A4000's expansion slots? I have 16Mb and would like to go higher.

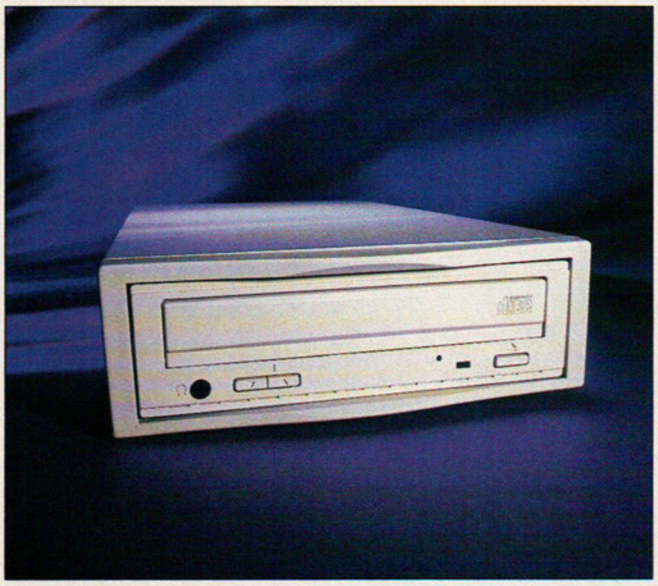
Gary Maddams
via email

The A4000 was designed for 4Mb SIMMs, although apparently some users have reported success using 8Mb SIMMs instead when all four slots are filled. To be honest, I just don't have that information and for all I know you could damage your A4000 beyond repair.

If you are really serious about expanding your A4000, I would strongly recommend you get an accelerator card. Even a 68040 based card will not only provide more slots (which will happily accept 8Mb and even larger SIMMs) but remove the memory access bottleneck and double the speed of your Amiga.



The very best way to improve the performance of your A4000 is to invest in an accelerator card – this also gives you more expansion slots.



You can never have enough storage space but be very cautious when connecting drives up together – you could run into big problems.

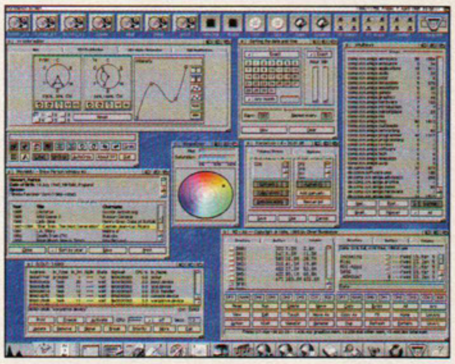
FLICKER BICKER

When I checked my screen mode prefs to see what mode I was running Workbench under for your survey (I'm using Hi-Res), I began trying the others. When I tried Hi-Res laced I was very pleased with the extra space on my screen (it's always full of icons), but how do I stop the flickering? Someone told me I need a flicker fixer. Is this software or hardware? Do I need to splash out on an expensive monitor or can I keep my SCART TV? Can you tell me why some of my icons have gone purple? I use MagicWB and I have just had to install MUI to use my Internet software. Is MUI my problem?

Rich
via email

If you are running an interlaced screen mode, then you do need a flicker-fixer to stop the flicker. The flicker-fixer works by taking two consecutive video frames, merging them into one and re-displaying them. This stops the flicker totally. The bad news is that it's an item of hardware which requires expansion slots (I don't know which Amiga you have:

Continued overleaf ➡



The Magic User Interface (or MUI) makes programs look great but is unlikely to cause a flicker.

but you need a video slot rather than a Zorro slot). It also requires a monitor which is capable of displaying a 31kHz signal (TVs 'even SCART TVs' will only display 15kHz video signals). Unless you have a large budget and an Amiga with expansion slots, forget it. Graphics cards for the Amiga will generate flicker-free displays of 800 by 600 without flicker: again these require expansion slots and a suitable monitor.

If you have an A1200, you have the option of getting a new monitor and running one of the new AGA screen modes such as dblPAL or Multiscan Productivity. These modes will display 512 lines with no flicker. Usually, monitors designed for PCs won't display these Amiga modes, and you'll need to get one of the Amiga-specific multiscan units instead.

The cheapest option is to fiddle with the colours and the TV's brightness and contrast controls. If you are lucky you'll find some settings which cause the flicker to be less noticeable.

MSDOS FILENAMES

I'm testing some pages for my Web site. I found it easy to make the local links work, but needed to test it on a PC. Using CrossDOS, I copied the files onto floppies and took them to a friend with a Pentium 100. The Index page loaded but the links didn't work. CrossDOS had truncated the ".HTML" suffixes to ".HTM". It's tedious renaming the files so is there any way to copy files, retaining the four character suffixes?

Steve Ellison
via email



Although this video image, digitised with ProGrab, was taken from a video, it is possible to digitise direct from the video head of a digital camera – if it has one.

This isn't a new problem. As you know, MSDOS forces filenames to consist of eight characters, a dot, and three more characters. Even a computer running Windows95, which allows long filenames, can still run into problems. Although Windows95 can save files to floppy and maintain their long filenames, the names are not legible to standard MSDOS-format programs such as CrossDOS.

There are two possible solutions. The first is to stick to naming your files "Index.HTM", "Page1.HTM" and so on. It's a recognised way to let PC's handle the HTML extension. The second way is to archive all your files into a Zip file, save them to floppy, and un-archive them onto the PC. Not only will the Zipping process preserve the long filenames, it will make it quicker copying large numbers of pages.

AMIGA ON THE NET

We have just connected our Amiga A1200/030 50MHz 10Mb Workbench 3 & 660HD to the Internet via a US Robotics 28.8 fax modem and have encountered a few problems.

1. What is Netscape 2 and can we run or emulate this on our Amiga?

2. What is a Shockwave plugin and can we use it? (we found we needed these two items to use some sites on the Web to their full extent e.g. Rolands virtual MC-303 (http://www.rolandcorp.co.uk))

3. If we purchased a Surf Squirrel would we be able to do speeds up to 115k/s or would the phone lines not allow it?

4. When we were on an IRC we were told by an Op to flood someone off, when we tried by giving them loads of version requests we were flooded off instead, why did this happen and will the Surf squirrel help to prevent it?

5. I have heard that the new Amiga will be 300MHz – Is this done using RISC processors?

James & Dan
Surrey

1. Netscape 2 is a World Wide Web browser, available for the PC, Apple Mac and a few other platforms (such as Unix). It's used to access and display pages stored in HTML format. It supports advanced HTML tags and Java. Later versions include News and Mail reading programs. It's not available for the Amiga so you'll have to use AWeb, IBrowse or the other Amiga specific programs.

2. The Shockwave plugin is a special program which allows the Netscape browser to download and execute special multimedia files created with Macromedia's Director program (the nearest thing on the Amiga is CanDo or Scala). Shockwave makes it possible to do things which are impossible with HTML alone. Sadly there is no plugin available for the Amiga, so I'm afraid you cannot use the virtual MC-303. Visit a music shop and play with the real thing instead.

3. The Surf Squirrel will improve one bottleneck: the speed at which the modem and the Amiga share data. It won't speed up the modem itself – this will still work at 28,800 bps.

4. IRC is a strange place. I'd try to avoid any channel in which I was told by an Op to try and forcibly remove another user. The fact that you were kicked off instead has little if anything to do with a lack of a Surf Squirrel and more to do with your Internet link to the IRC server. Try a faster and more local IRC server if you want to play games like this, and learn to write scripts for the IRC client.

5. Don't believe any rumours about new Amigas you hear over the Internet. Quoting processor speeds is crazy when there isn't even an owner.



You can increase the speed at which a modem shares data with the Amiga using the Surf Squirrel.

MEMORY SPEED

I have an A1200, 8Mb fast RAM, 2Mb chip RAM and a Blizzard 1230-IV. Is it possible to put a 16Mb PC RAM on my Blizzard? Could it use EDO RAM?

Finally, I've tried using my mates Robotics 14.4 modem with no luck. Do the switches on the back need altering?

Allan
via email

The Blizzard should be able to support a 16Mb SIMM. There really is no such thing as "PC RAM" – it's all the same memory. The only Amiga accelerator I've seen which supports EDO RAM properly is the new A1200xl (see the review in last month's mag AF93). If the accelerator isn't designed to use EDO RAM, I wouldn't risk it. The price difference is almost negligible anyway.

The US Robotics modem should work perfectly on your Amiga. I've been using one with my Amiga for years. You shouldn't have to alter a single switch on the back. Check that you are using a good quality RS232 cable and that your software is set-up properly. One of the most common mistakes to make, is to set the baud rate to something like "14,400". Set it to 19,200 instead.

PICTURE THIS

I've seen lots of adverts and reviews of digital cameras. They all come with Mac and PC connection kits, but as they use the serial port I was wondering if there was some way to make them work on the Amgia? It's a shame if they can't be used, because the Amiga has some great graphics programs.

Mark Bridges
Lincs



If you're having trouble running *Deluxe Paint* then try re-formatting your drive.

Yes, it's a shame but none of the cameras I've seen include native support for the Amiga. The hardware connection is not the problem (as you say, it's a simple serial link) but the software is a big problem. The cameras use an image compression scheme to store pictures internally, and so not only do you need to write a program to read the image from the camera but you need to be able to de-compress it too: not easy unless the manufacturer supplies you with the details, and let's face it, that isn't likely.

It's not all bad news though. The Casio camera can generate a composite video signal which can be re-digitised using any Amiga video digitiser. I've also used the Kodak DC20 camera with an A4000 very successfully by running the Apple Mac version of the driver software on an Amiga running ShapeShifter.

DRIVE PROBLEMS

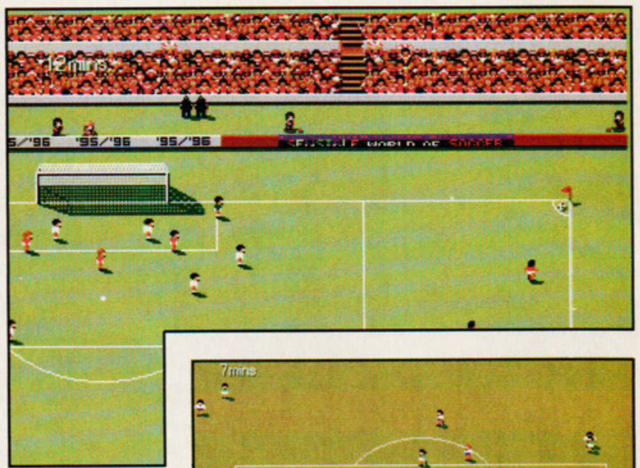
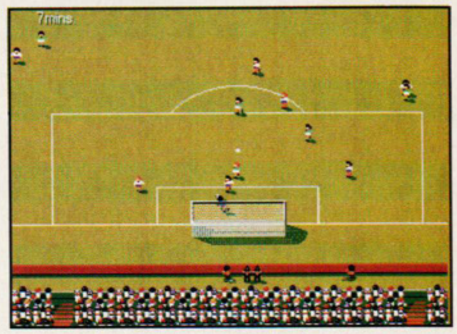
Ever since I bought my Amiga 1200 second hand, my hard drive has developed some annoying problems. Certain programs refuse to work when copied over to the hard disk. When I try to run *Deluxe Paint* for example, I get the error message, 'Unable to open your tool, DPaint'. If I try and run it from shell, I get the error message, 'Bad loadfile hunk'. It only seems to happen with a few programs (*Interspread* being another example) and once I copy a program onto the hard disk, it won't work when copied back to a floppy.

My Amiga also came with an Archos Overdrive CD drive which also has some annoying problems! When the Amiga is first switched on, the CD drive isn't recognised. I have to unplug it and then plug it back in, which usually crashes the computer. It then works after resets until I switch the power supply off.

Benj
via email

It sounds as though the hard drive has developed some flaws and is corrupting data. I'd strongly advise you to back up everything which is currently working and re-format the drive (using the normal Amiga Workbench Format: not any form of Low Level Format). It would be worth getting hold of a hard disk tool suite, such as Quarterback, *and letting that have a look at the disk.*

As for the CD-ROM drive, you have me stumped. It could conceivably be a power supply problem (i.e. your PSU isn't up to the job) especially if the Archos drive doesn't have its own PSU.

Sensible World of Soccer is not a game that benefits from an accelerated machine.

SLOW AND STEADY

I own an A1200 with '040, hard disk and 18Mb of RAM, and yet *Sensible World of Soccer* runs in slow motion. On my mum's WB1.3, 1Mb A500, however, it runs fast and fluidly like it's supposed to.

I have tried disabling caches, fast RAM, hard disk and just about everything, but with the accelerator in place it's slow motion time. It ran a little faster when I had an '030, and according to one of my mates it is perfect on his bare A1200.

How come the faster the machine gets, the slower the game runs? Is there anything I can do to make it run at a reasonable speed on my computer?

Sune Johansson
Denmark

It seems as though the game doesn't like the '040 processors at all, and something is causing it to go slow. Sensible World of Soccer *is a game which is unlikely to benefit much from a faster processor, so try some of the "Degrader" style utilities which are available to temporarily cripple the '040 as much as possible. Also check to see if your accelerator card allows you to bypass the '040 and boot into 68020 mode using a particular keypress.*

GO SLOW

I have just bought a modem along with a load of Internet software for my Amiga. The problem is that I don't think my modem is running at it's full speed.

All of the Amiga magazines including yours, states that a 28,800 modem should be able to transfer a 1Mb file in around four minutes and run at around 3,300cps. My modem however takes around 15 minutes for a 1Mb file and only runs at an average speed of 300-400cps when I am both on the Aminet and the WWW.

Dan O'Neill
via email

If you were to connect your modem directly to another Amiga using the same modem and then use ZModem to send a file, you would find that you could send a 1Mb file in about five minutes: less if the 1Mb file was uncompressed text.

The reason why your modem is slower when connected to the Web or performing an FTP session is that you aren't the only person using the Internet. There is a limit to the bandwidth and you are getting what you can out of it. This bandwidth depends on many things: your Internet Service Provider's

Continued overleaf ➡

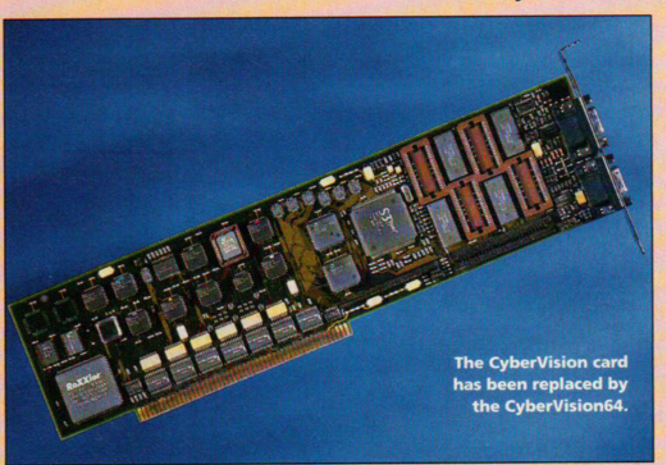
ZORRO2?

I am writing to enquire as to the possibilities of using a CyberGraphics II card with an A1200 Tower system. As I understand it, the only available ports on A1200 Tower cases are ZorroII type, and the advert under Gordon Harwoods in your magazine does not specify ZorroII or III.

Fraser Hamilton
via email

The CyberVision card has been replaced by the CyberVision64, which is both ZorroII and ZorroIII compatible and will work in any A1200 Tower system. It also promises special 3D capabilities, although what software will make use of these is unknown. There are options for an MPEG decoder and FlickerFixer promised.

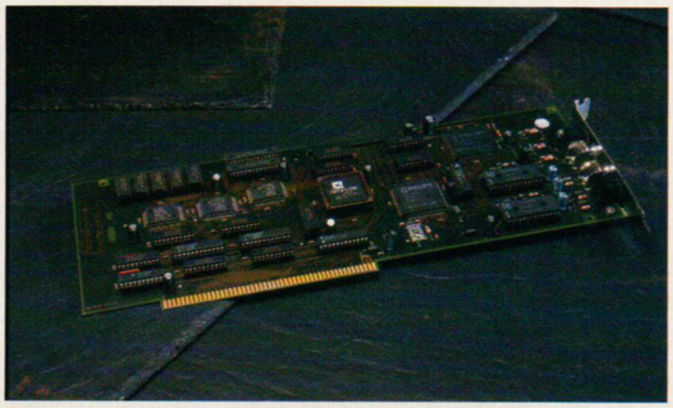
It would also be worth considering the latest Picasso card as it's ZorroII and ZorroIII compatible. It too has several interesting add-ons promised.



The CyberVision card has been replaced by the CyberVision64.

equipment, how busy they are, how busy is the site you are accessing, how busy is the route your data is taking...

On the plus side, you can perform several downloads simultaneously, and read and reply to your email as well, and your modem will still be able to cope. This way it may even get close to it's potential capacity.



The VLab digitiser can capture and display incoming video on the Workbench.

TV OR NOT TV?

My friend has a Pentium PC. He thinks it's great because he can watch TV on a window on his desktop while he is "working". Is there any way to achieve the same thing on my A1200

Michael Brennan
Chorley

Well, sort of. The reason the PC is able to do that is because the graphics card makes it possible to feed in data from an external source: in this case, a TV tuner card. There is no real way to do this on an Amiga I'm afraid.

If you have a Big Box Amiga and a large wodge of cash, you could get pretty close by using the Vlab video digitiser which can capture and display incoming video on the Workbench. Use a video recorder to provide the TV signal in composite video form, and you are away. The ProGrab digitiser is the closest alternative for the A1200: it will decode teletext as well, which might be one up on your friend.

If you don't mind not being able to re-scale the video, a genlock will let you run your Desktop over the top of an incoming video signal. Choosing the key colour carefully, you could have a window of live video in the background.

The latest batch of Amiga video cards promise all sorts of magical effects, including MPEG decoders, and so it is technically possible to replay video on the Workbench. I'd rather be playing a game though, than squinting at a two inch square of blocky EastEnders.

RECYCLED PROCESSORS

I've seen adverts for cheaper accelerator cards which make use of pre-used processors. Would I be risking my money on buying a card based on one of these "recycled" chips? Don't processors eventually wear out?

John Hayes
Kettering

I've seen these "ECR" cards too, and I think it's a great idea. Anything which makes getting faster Amigas for less money has to be worthwhile. Yes, it's true that all processors have a limited lifespan, but as long as they haven't been cooked by over-clocking and/or inadequate cooling there is no reason why they shouldn't last for years and years.

As long as you get a reasonable guarantee, then I would say you have nothing to lose in upgrading your system using a recycled processor. As well as getting a real kick-ass Amiga system, you'll be helping the environment too! What more could you want?

ZIPPY DO DAH

My Dad has a PC at work, and an Apple Mac at home. He's thinking of getting a Zip drive for both machines, and I'm tying to encourage him because that means I will be able to use the Zip on my Amiga 1200, won't I? What sort of interface will I need? It's important for my Dad to be able to read the same disks on the Mac and PC as the cartridges are the same, will this be automatic?

Brian Moffitt
Macclesfield



First the good news: yes, you will be able to use the Mac Zip drive because it will be SCSI based. You'll need a SCSI interface for your A1200, such as the Squirrel. Now the bad news: your Dad won't be able to take a Zip disk from the Mac and read it in the PC. Although the disks and drives are the same, data is stored differently on them. However, there are various utilities around which will allow them to be shared, rather in the same way that CrossDos will let you read PC formatted floppy disks.

IF YOU HAVE A QUERY...

At *Amiga Format* we aim to answer as many questions as possible. Unlike some magazines, we don't just concentrate on our areas of expertise – we take on all your problems (as long as an Amiga is involved).
Here are a few tips on sending in questions:



Graeme Sandiford

- **Be concise.**
- **Detail the problem as best as you can.**
- **Describe the events that caused the problem.**
- **Give full details of your equipment.**
- **Make sure your question is relevant and wouldn't be more easily solved by contacting the dealer from whom you bought the goods.**

Bear these points in mind and fill in, photocopy, or copy the form below as best you can. Unfortunately we cannot reply personally.

Send your letters to Workbench, *Amiga Format*, 30 Monmouth Street, Bath, Avon BA1 2BW.

Your Amiga:

○ A500 ○ A500 Plus ○ A600
○ A1000 ○ A1200 ○ A1500
○ A2000 ○ A3000 ○ A4000

Kickstart version

○ 1.2 ○ 1.3 ○ 2.x ○ 3.x

Hard Disk: .... **Mb**

Manufacturer: ....

Extra RAM fitted – type, size, (Mb) and manufacturer:

....

....

Details of other hardware:

....

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Replacement Mice £6.95
MegaMouse 400 ....£9.95
MegaMouse Plus (3 Button) £10.95
Optical Mouse £29.95
New Golden Image
TrackBall............£19.95
Pen Mouse £12.95
(ideal for CAD)



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RAM CARDS A1200

A1200 with clock and 4Mb £49.00
A1200 with clock and 8Mb £65.00
A1200 with clock & 33Mhz FPU ...£80.00

RAM CARDS A500/500+ & A600

A500 512K w/o clock £15.00
A500+ 1Mb w/o clock £20.00
A600 1Mb w/o clock £20.00
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Controllers

AlfaPower Hard Drive controller A500 ...£99
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Three different options to connect CD ROM drives to A600 or A1200

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b) Use Internal IDE port with AlfaDuo if you have 2.5" Hard Drive (will be with full IDEFIX software).

c) Use Internal IDE port with AlfaQuatro buffered interface if you have 3.5" Hard Drive (will be with full IDEFIX software).

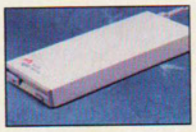


All CD ROM drives have play CD facility. Audio connection at front as well as at the back. Metal casing.

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Quad speed CD ROM for	£149.00	£119.00	£129.00	£109.00
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*(for A500/A500+ Alfapower hard drive controller and Hard Drive is required). A1500/A2000 supplied with IDE controller & software. A4000 supplied with AlfaQuatro interface & Full IDE Fix software.

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A-Grade Double Density box of 50 disks......£13.00
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IDE 2.5" Hard drives come formatted and installed with Workbench. Cable, screws, software and instructions supplied. *(please ring for availability)*

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80Mb	£69.00	340Mb	£109.00
★120Mb	£70.00★	420Mb	£119.00
170Mb	£79.00	540Mb	£129.00

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840Mb	£125.00	2.5GIG	£239.00
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44pin 2 connector cable £5.00
40pin 3 connector cable 90cm £10.00
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DD floppy disks (50) *including multicoloured disk labels* £13.00
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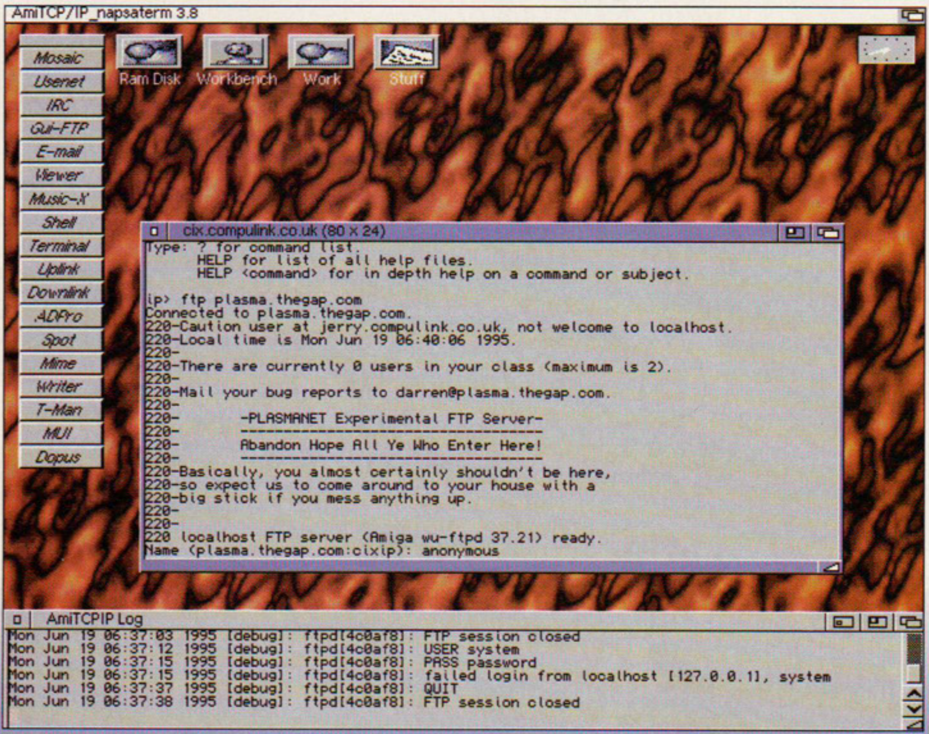
OFFERING A QUALITY SERVICE

Let your friends transfer files to and from your machine or set your Amiga up as a server for the WWW. Darren Irvine shows you exactly how it's done.

Amiga.net takes on a whole new look this month. Gone are the trite comments about how poor someone's Web page is. Gone are the embittered remarks about people that have annoyed me on Usenet. Instead, I'm going to tell you how you can set your Amiga up as an (albeit temporary) server on the Internet.

You're probably familiar enough with the concept of using your Amiga to connect to other computers on the Internet to transfer files (using FTP) and to run remote sessions (using Telnet). You're also familiar with the idea of using a Web browser to view HTML documents held on other machines on the Net. The thing is, while you are online (and providing you have an Internet access account that provides you with a permanent IP number), there is no reason that you can't use your Amiga to provide these services for other Internet users. You can set your Amiga up as an FTP server to let your friends transfer files to and from your machine. You can also allow Telnet access (though see the boxout on Security for reasons you might not actually want to do this). And you can set your Amiga up as a server for World Wide Web pages – handy if you are in the process of designing pages to go on a permanent server and want to get someone else's opinion of them before uploading.

This month I'll cover setting up your machine for FTP and Telnet access, and cover HTTP: (web) serving next time. The following examples are based on using the AmiTCP TCP/IP stack, but there are comparable versions of each server for other systems. All the software required can be obtained from any of the Aminet mirrors.



I've Telnetted to CiX and now I'm using FTP to connect back to my own Amiga again. Note the FTP status display window at the bottom of the screen, keeping a record of connects to my system.

FTP SERVING

On most computer systems, and the Amiga is no exception, there are programs which run in the background. Known as daemons, they are required to offer services across the net. You'll need one daemon for each service you want to offer, and in general the name of the daemon involved is the same as the service name itself plus the letter "d" at the end e.g. "ftpd" for the FTP daemon.

The implementation of ftpd, that is available from Aminet, comes with a half-decent installer but there are still a number of configuration files that need to be looked at (in the amitcp:db drawer).

1. The most important file is "ftpaccess" and this controls which directories on your machine are available for FTP access and which are not. The installer creates a template for this file and you need to put in lines which allow or deny access to given directories. For instance, in mine I have:

denydir	**SYS:**
denydir	**WORK:**
allowdir	**STUFF:pub**
cdpath	**STUFF:pub**

These respectively deny all access to my SYS: and WORK: partitions, and allow access to the "pub" directory on STUFF: and below.

2. The next file that needs looking at is "ftpdir" in the same directory. This contains one line:

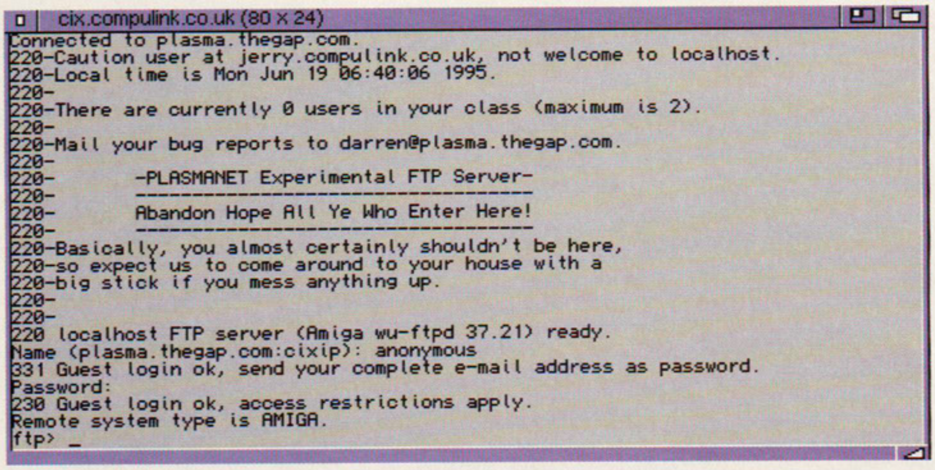
stuff:pub/

and indicates that when a user logs onto my machine using FTP they are left in the STUFF:pub directory.

3. Next, create a file called "ftpusers". Rather obviously this file contains a list of users that you want to allow onto your machine. For security reasons, it's probably not a good idea to allow password-free "anonymous" access to your machine until you are comfortable with using the ftp daemon. A typical list might be:

root transfer

Where "root" is your own access and "transfer" is the password-protected user that you might



As you can see, against my own instructions, I've set up an "anonymous" FTP user for my system. The "Remote system type is AMIGA" message is something you don't often see on the Net.

SECURITY ISSUES

When allowing any other users access to your machine, you should be very aware of security. Make sure that FTP users are restricted to certain directories, and that all users on your system are password protected.

Telnet is an even bigger security loophole than FTP, and in actual fact, I must strongly recommend not allowing anyone at all full shell access to your machine via Telnet (a remote user can type "format hd0:" just as easily as you can). If you are setting up Telnet services, make sure that any users logging in are taken straight into an application (BBS, MUD or whatever) and that they have no access to the shell at any time. The documentation that comes with the Telnetd tells how this can easily be done.

want your friends to use to transfer files to and from your machine. Note that you will need to set up this "transfer" user in your "passwd" file in the normal way.

4. If you really do want to allow anonymous ftp access to your machine, add the following line to your "passwd" file (change the directory to the one you are using):

ftp||100|100|anonymousFTP|STUFF:pub| shell

5. The final file that needs modifying is the overall Internet Daemon configuration file "Inetd.conf". You need to add one line to this file for each new service that you want to offer. For example, for FTP:

ftp stream tcp nowait root amitcp:serv/ ftpd in.ftp

6. Optionally, you can set up a "welcome.msg" file, which is the banner displayed to any FTP users logging on to your Amiga.

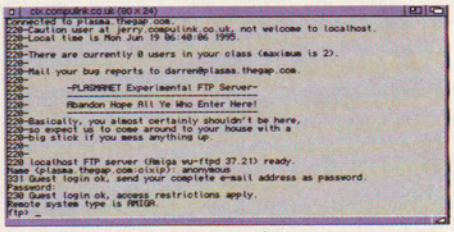
Once you have these files setup, reboot your Amiga and restart AmiTCP. You can test the FTP server locally (try using any FTP client and connect to 127.0.0.1 which is the local loopback IP number). To be sure, you'll either need to get a friend to try and FTP to your machine, or (if you have a remote account somewhere, say CiX or Delphi) Telnet to another machine and try and FTP back to your own.

TELNET SERVING

There are perhaps less reasons to set your machine up for Telnet than FTP, but it can be of interest if you run a BBS and want to allow access to it via the Internet. Alternatively there are a number of online games available for the Amiga which can be set up to run via Telnet, and you might want to experiment with these.

Setting for Telnet access to your machine is done in a very similar way as FTP. The Telnetd archive doesn't come with an installer however, so you need to do it by hand.

1. Open the archive, and copy the file "telnetd" to your AmiTCP:serv directory. Next, copy "fakesr.device" to devs: (this handles i/o between Telnet and programs that normally expect to deal with the serial port such as a BBS.



All the normal FTP commands will work. Here I'm breaking my second golden rule and allowing shell access to my machine via Telnet – but only for testing.



Each service you offer has one line in "inetd" and each user is listed in "passwd". I can't stress how important passwords are when offering remote access.

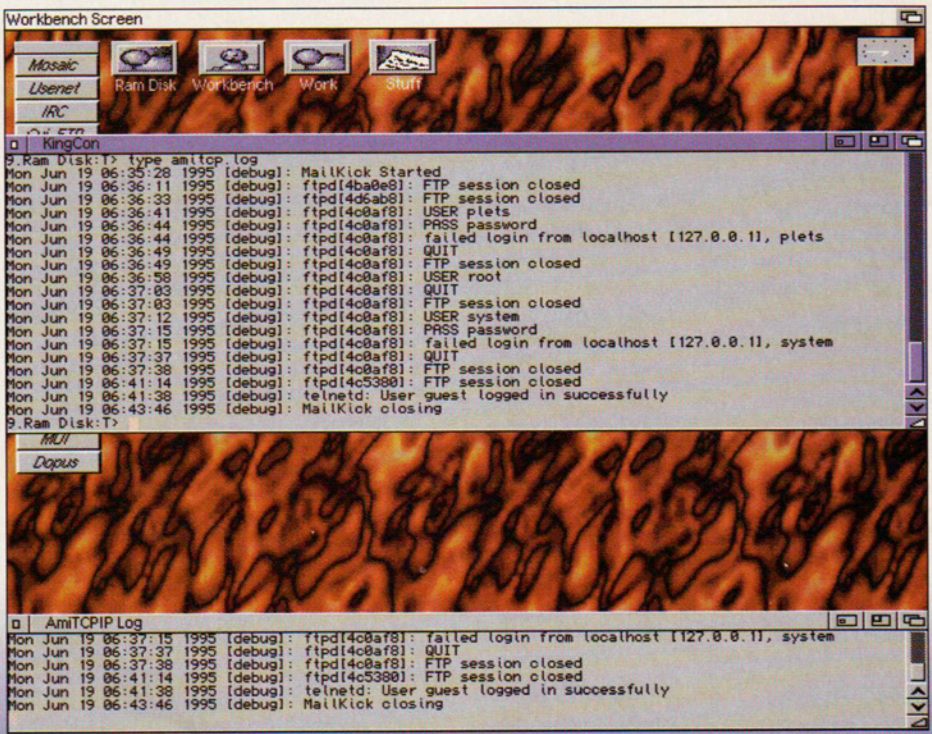
2. You need to add a line to "inetd.conf" in the same way as you did for FTP:

telnet stream tcp nowait root amitcp:serv/telnetd

3. You need to set up users that are allowed access via Telnet. Do this in the normal AmiTCP way, but make sure that you pick sensible passwords. In fact, once you start allowing Telnet access to your Amiga, make sure all your users (especially "root") are well password protected.

One thing to be aware of when offering Telnet access to your Amiga, is that Telnet users are capable of issuing commands that cause a window to open on your Workbench (say, trying to access a device that doesn't exist). Once again, to test your Telnet service properly, you really need to connect to a remote host and Telnet back to your own Amiga, but you can use 127.0.0.1 or "localhost" to get an idea of whether it might be working.

Next month we'll take a look at setting your Amiga up as a WWW server using yet another daemon – httpd.

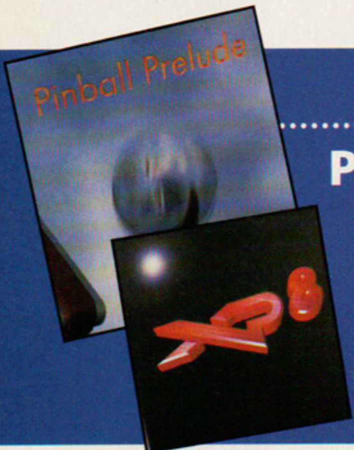


You can easily check up on FTP and Telnet sessions to your Amiga by taking a look at the "amitcp.log" file. This lists all the visits you have had.

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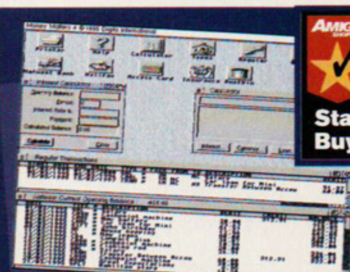
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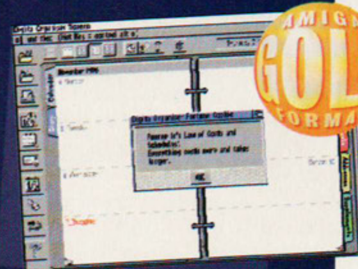


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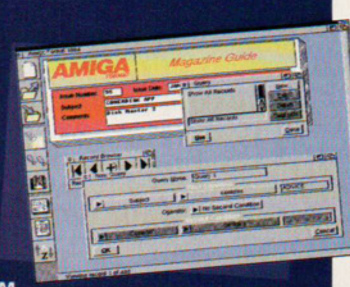
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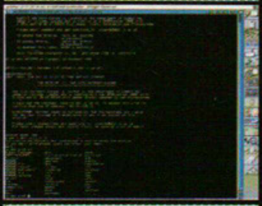
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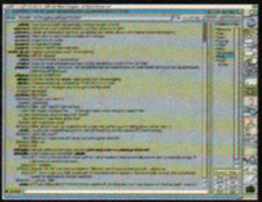
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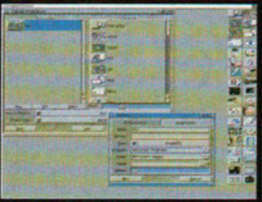
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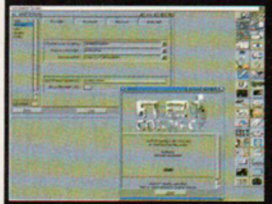
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Nick Veitch

Firstly, I would like to apologise to all of you who have had to wait a few issues for our definitive guide to *Cinema 4D*. Basically, our authors all have a lot of commitments, and rather than just rattle off any old gibberish, we thought it was best to hang on until someone could do the job properly – I hope you find it has been well worth waiting for. And of course, we still have all your other favourites – Darren Irvine reveals that there really are nice noises to be made with *Music-X*, Paul Overaa weaves some Web magic with ARexx, and Graeme Sandiford meddles with some more models in *Real 3D 2*. Not forgetting, of course the smarty arty talk in Jason Jordache's continuing saga. Stay tuned – and remember, if there's anything you would particularly like to see covered in one of our tutorials, Let us know.

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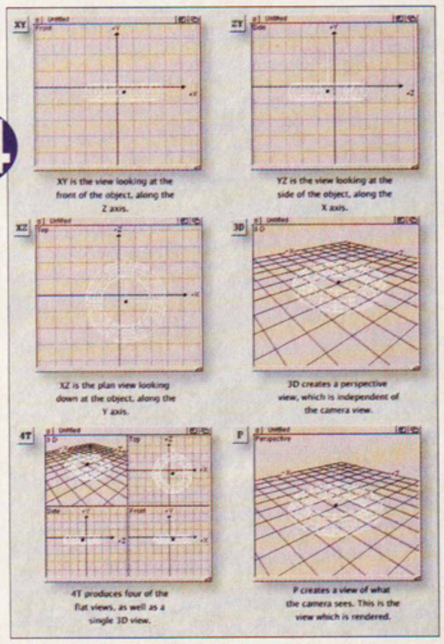
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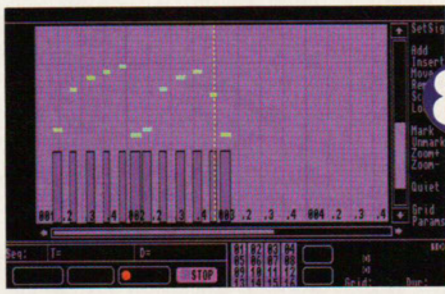
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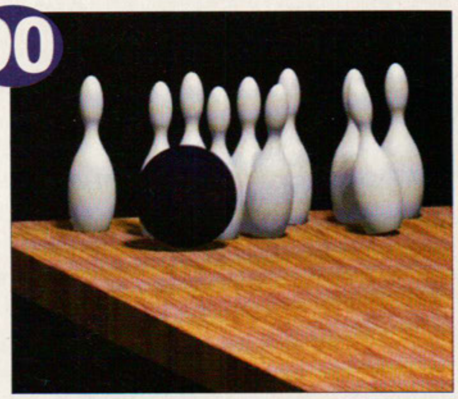
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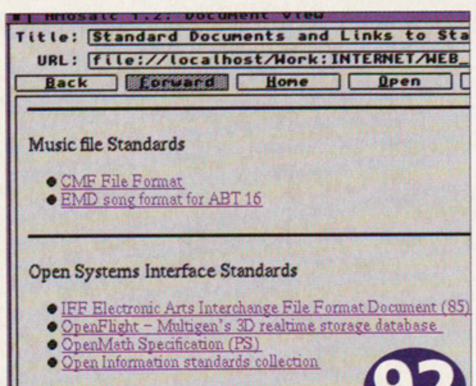
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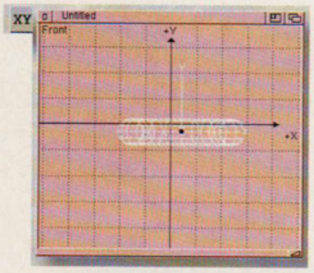




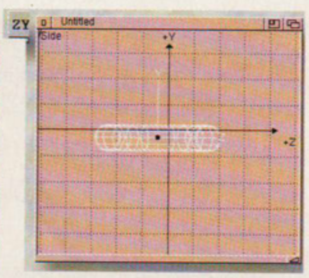




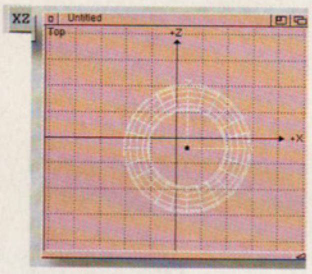
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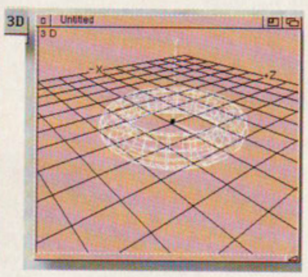
XY is the view looking at the front of the object, along the Z axis.



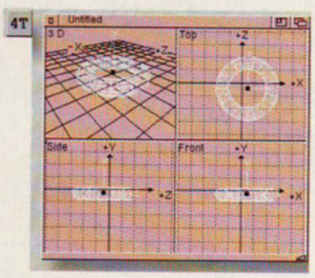
YZ is the view looking at the side of the object, along the X axis.



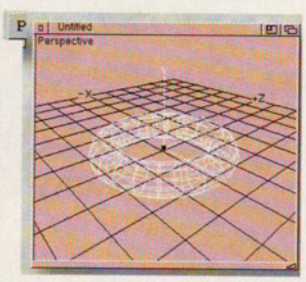
XZ is the plan view looking down at the object, along the Y axis.



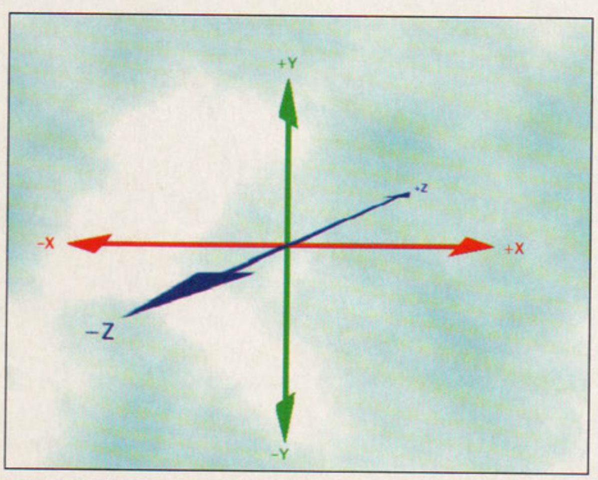
3D creates a perspective view which is independent of the camera view.



4T produces four of the flat views, as well as a single 3D view.



P creates a view of what the camera sees. This is the view which is rendered.



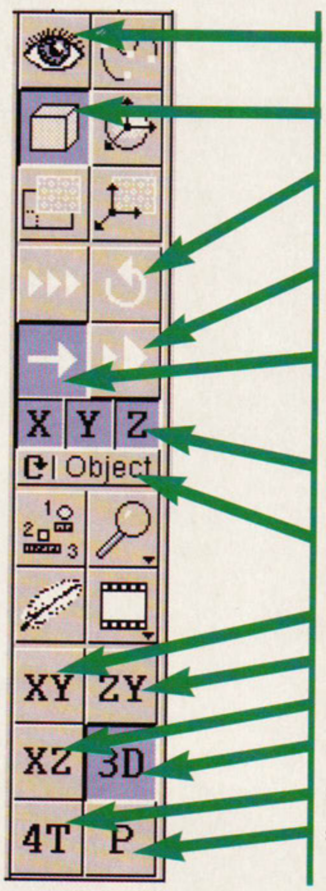
Knowing which way is up and which is down is only a third of it...

CONTENTS

Not content with reality, John Kennedy creates his own virtual worlds with HiSoft's amazing *Cinema 4D 2*. Join him in the first part of a new tutorial.

Given away on the *AF* cover CD8 (the Christmas special issue, *AF92*), *Cinema 4D* is one of the most powerful and yet easy to use image rendering programs ever released on the Amiga. With its obvious user-interface, realistic rendering modes and awesome animation features, *Cinema 4D*

ESSENTIAL INFORMATION



Click here to alter the viewpoint of the entire scene.

Click here to alter the position, size or rotation of an individual object.

Click here to Rotate an object.
You need to select the Axis around which to rotate.

Click here to Scale an object.
The default is to scale in all directions, but it's possible to select axes individually.

Click here to Move an object.
Drag with the left mouse held down for up/down, left/right.
Drag with the right mouse button held down for in/out/shake-it-all-about.

Click on these buttons to determine the axis for scaling and rotating.

Click here to cycle between an object's own axis and the main display axis when rotating or moving an object.

Select a front view

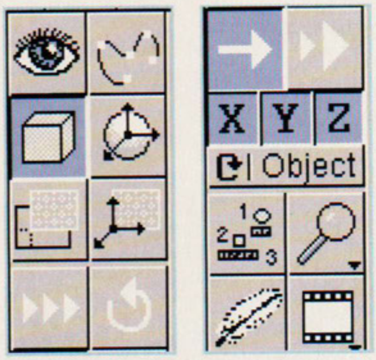
Select a side view

Select a plan view

Select a 3D view

Select front, side, plan and 3D

Select the camera (perspective) view



Familiarise yourself with all the tools.

is capable of professional results on even relatively unexpanded systems. Although the basic requirements are 3Mb of RAM and 9Mb of hard disk space, if you have an accelerator board or a graphics card *Cinema 4D* will take full advantage.

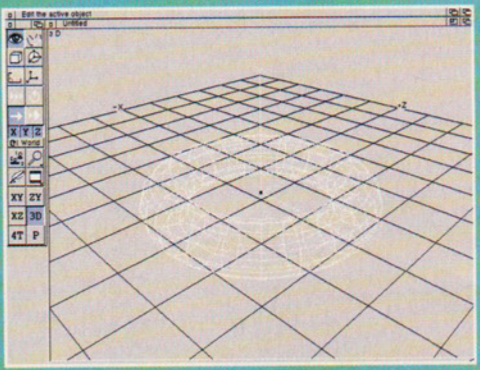
Over the next few months we'll help you learn how to use *Cinema 4D* to create fantastic images and animations. Month by month this tutorial will build up into, well, a pile of *Amiga Format*s on your floor, but you'll be able to return to them every time you want to use *Cinema 4D*. To start with, we'll take a look at the way in which *Cinema 4D* lets you look into its three dimensional world, and manipulate the objects contained.

When *Cinema 4D* is first loaded, the editor displays a single window which contains a grid. This grid is invisible in final renders, and is included only to help you remember which way objects are facing. Cast your mind back to school mathematics, and you'll notice that *Cinema 4D* makes use of the three X, Y and Z axes to describe the current view. The Y axis is the "up and down" direction, the X is the "left to right" and the Z is the "in and out". For example, an object which is located at a large distance away on positive Z axis is far away from the screen.

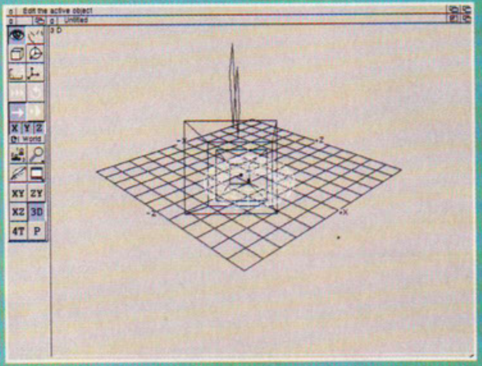
Cinema 4D allows six different ways of displaying the objects on-screen. Three are "flat" (i.e. two dimensional) views, two 3D views and one is a mixture of both. They are accessed from the group of six buttons at the bottom of the tool bar, and you can click between them at any time. They are there to make it easy to see what your objects are doing, so pick the one which gives the best view. It's important you remember which is which so you don't get confused when editing your objects, so here's a recap:

Understanding how the various viewpoints work is the first step, but you then have to learn how to change the view and then move individual objects. That's what the following tutorial will do. At the end of it, you'll be able to change the view to look in any direction, as well as change primitive shapes. Next month we'll see how to alter the appearance of objects.

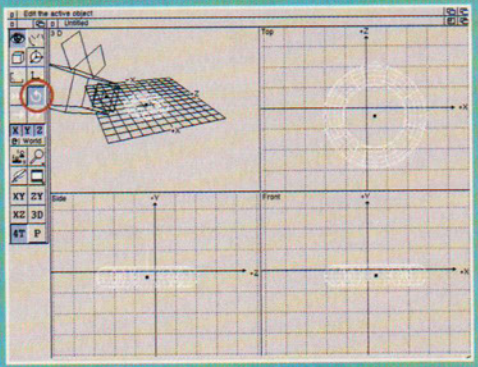
FINDING YOUR WAY AROUND



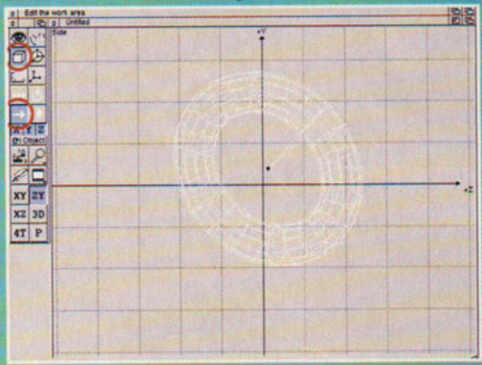
Start with a new project, and select "Torus" from the Object / Primitives menu. *Cinema 4D* defaults to the 3D view, with the "Move" button switch on (the arrow) and the Edit Entire Work Area option.



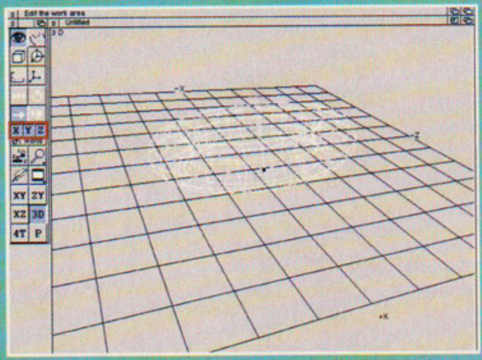
Hold down the left mouse button – you can move the entire grid and object left and right, up and down. Hold down the right mouse button and the display zooms in and out. Zoom out far enough, and the camera appears.



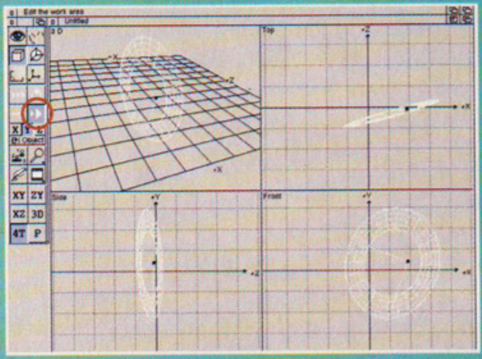
Now click on the Rotate button and try clicking and dragging again. This time you can spin the view around to get a better view. You can rotate the view in this way from the 3D views, but only move in the flat views.



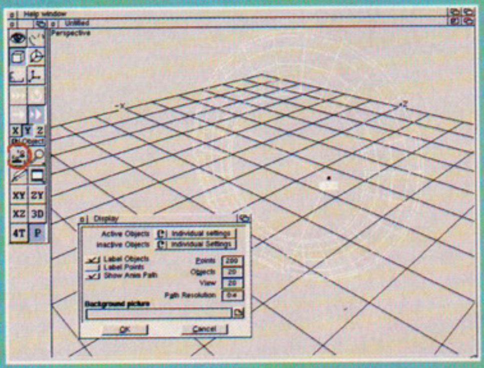
Deal with individual objects in the same way. Click on the Edit Object button beneath and on the Move switch and you can drag objects around the screen in any view. Click on the X, Y or Z buttons and movement is limited in the direction of the objects axis.



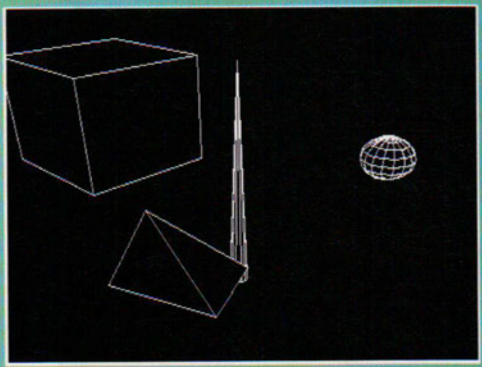
You can rotate an object in the same way, and this time the X, Y and Z buttons determine around which axis the poor object is to be spun. Remember, it's going to spin around the internal axis of the object, unless you click on the cycle gadget and pick "World".



The Scale button works like the Rotate button, in that exactly what it will do depends on which Axis button is turned on. You can use it to stretch out the shape in one or two directions, or enlarge or shrink the entire object in one go.



There are various other ways in which you can adjust the editing views. When you start dealing with complicated models, it's possible to use the "Parameters" window to switch on and off options such as automatic labelling or objects, or to replace all objects with quick-draw bounding boxes.



With your new found ability to move and manipulate both the overall view, the camera view (i.e. the view in the P window) and individual objects, you should find it easy to either alter existing example scenes or create your own abstract scenes like this.



Cinema 4D Offer

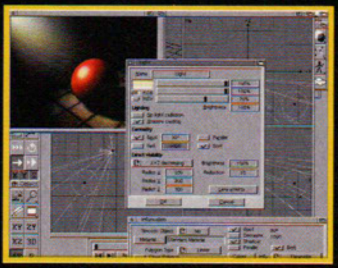
Got the Coverdisk – get the extensive user manual plus lots of example objects plus the optimised 68020/FPU version of Cinema 4D plus the complete version of Magic Link (allowing the import/export of many file formats including Lightwave, Imagine and Real 3D) plus full technical support from HiSoft, all for only £79.95. Alternatively you can upgrade directly from the Coverdisk to the brand new version 3 of Cinema 4D for just £149.95.

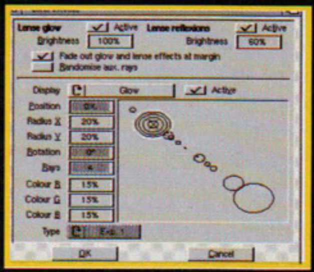
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- CinemaFont – use Type 1 fonts within your Cinema4D scenes, either as splines or as objects. Comes with the Bitstream 500-font CD-ROM (contains Type 1 and Truetype fonts) while stocks last. £39.95 disk.

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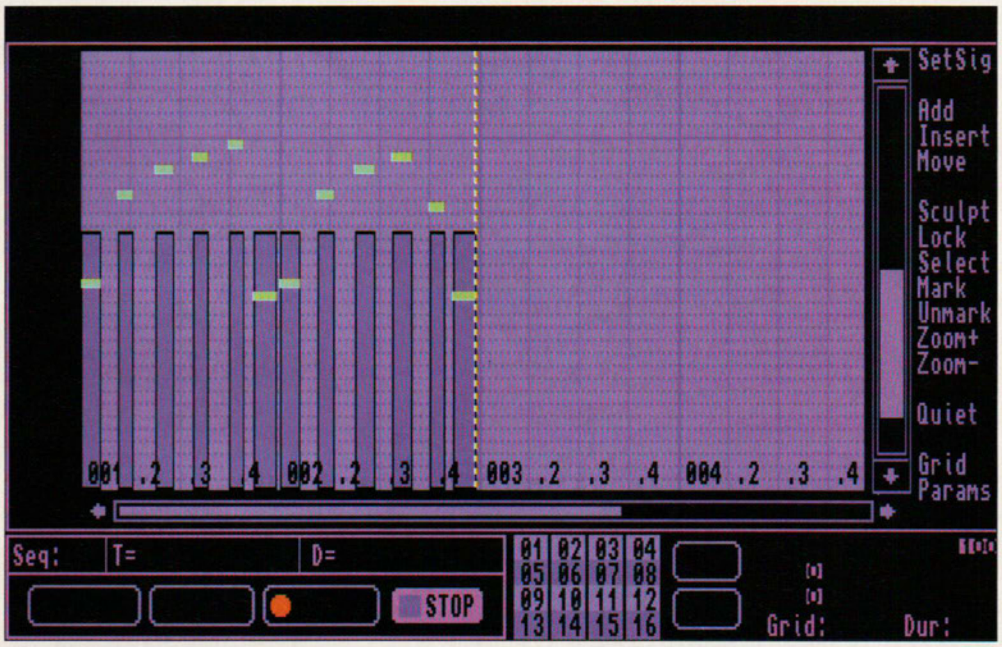
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Music-X

Echoes, transposition and tempo change – Darren Irvine looks at some of the effects you can add to your composition using the excellent *Music-X*.

CONTENTS



You can add life to an other wise drab play sequence by applying a MIDI echo effect. Start by taking two copies of your original sequence.

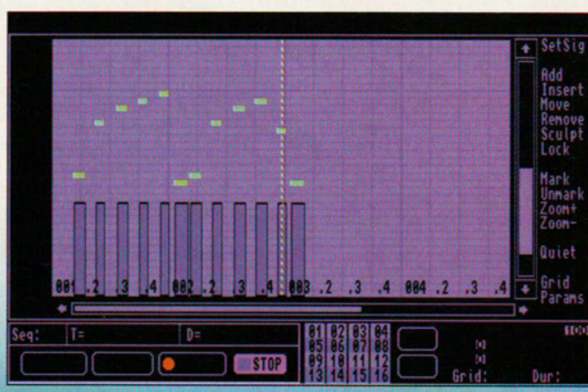
Last month we saw how easy it was to take a number of recorded play sequences and combine these to form the basis of a song. Now we'll take a look at some of the ways in which you can make your individual play sequences sound better, and also examine ways to make your finished song sound more professional.

ENHANCING YOUR PLAY SEQUENCES – ECHO

One of the simplest but most effective techniques you can use to spice up an otherwise drab sequence is an echo effect. Adding MIDI echo to a sequence has a few advantages over using an external effects processor – firstly, you can apply it selectively to individual tracks (something that would only be possible if your sound module had individual outputs for each channel) and secondly, it is trivial to ensure that the echo effect is in time with the tempo of the track itself.

This effect works best on sequences of notes separated by at least a whole note, and improves even the simplest bass sequence immeasurably.

"Experimentation in this area can produce some excellent, if unexpected, results."



Highlight all the notes in the first copy of the sequence and move them either three or four semiquavers to the right, and scale the note velocities to around 60% of the original.

Firstly, make two copies of the sequence that you want to echo. Do this by highlighting the desired sequence and selecting Copy from the menu. Then highlight the track where you want to copy to, and click on "OK".

Next, edit the first of the two copies. Scale the velocities of all the notes to about 60% of their original values. Use "Grid" to select semiquavers (if you are not familiar with standard musical notation, these are the notes that are marked as being of length 48) and then click on Select, and highlight every note (a quick way to do this is with the Right Amiga-A shortcut).

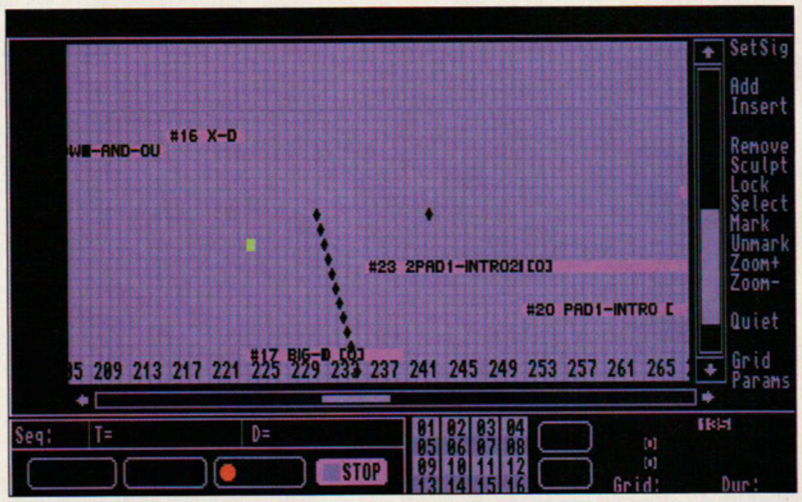
Use the cursor keys to move all the notes either three or four semiquavers to the right. If any of the notes have crossed the End of Sequence marker (the yellow dotted line), first use "UnMark" and then "Select" these notes and move them back to the very start of the sequence. You should end up with an exact copy of the original but offset by three or four notes respectively. Use "Exit" from the menu and store this sequence. You might like to change its name from say "Sequence" to "Sequence2".

Now do the same thing to the second copy of your original sequence, but this time scale the velocities to about 30%, and move the notes by six or eight semiquavers. Now, when you play these three sequences back together you will have an echo effect that is perfectly in time.

Using offsets of three and six notes adds a "thick" sounding effect. If your original sequence has a lot of notes already separated by three semiquavers, try using offsets of four and eight instead to produce your echo. Experimentation in this area can produce some excellent, if unexpected, results. When you come to assemble your song, it is sometimes easier to combine the three echo sequences into



Once you have performed a similar step on the second copy, you can merge the two copies with the original sequence to produce a much improved (hopefully) version. If the finished result sounds fussy or cluttered, try much longer echo times like 6 & 12 and 8 & 16 semiquavers.



You can mix anything you like inside a single song play sequence. Here, in addition to the individual play sequences that make up the song, I have added a series of pitch bend instructions on MIDI channel 7.

one, either by creating a play sequence that only contains the three echo sequences or by using the merge function. To do a merge, highlight the first sequence, and select merge from the pull-down menu. You will then be prompted for the sequence to merge with and you should select the second of your echo sequences.

Repeat this exercise with the newly merged sequence, and the third of the original echo sequences. Although using such a merged sequence makes things easier at the time of assembling the finished song, keeping an un-echoed version can be useful – you can use both versions in the finished work, as a contrast.

Adding an echo is just one of the techniques that you can use to improve individual play sequences, and we'll take an in-depth look at some of the others next month.

ENHANCING YOUR SONG CONSTRUCTION

Just as you can use certain tricks to make a play sequence sound better on it's own, so to can you use some of the features within *Music-X* to make any songs you construct sound better.

You will undoubtedly have noticed that if you have used your keyboard's mod-wheel or pitch-bend control when recording a play sequence, then these controls appear as a series of diamonds within the Edit screen. In fact, any kind of MIDI control data appears in this way, and the colour of the diamonds represents the MIDI channel affected.

When clicking on the "Add" control in the Edit window to add a Set Repeat marker, you will probably have also noticed that these controls can be added manually. You can use this ability to add pitch bend effects to play sequences that are songs, rather than just to those containing notes. Playing about with this feature can let you pitch bend entire play sequences for dramatic effect.

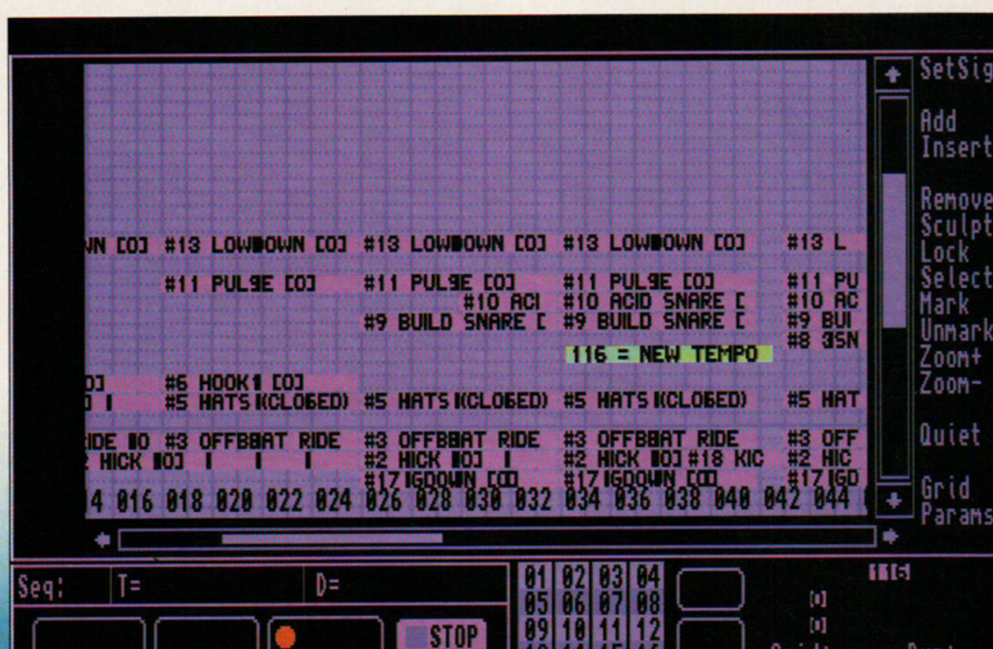
It is also possible to transpose a play sequence within your song. Simply click on the sequence concerned and drag the slider marked "key". This will let you move the entire play sequence up or down by a number of semitones. If the play sequence that you are transposing itself contains a number of play sequences, they will all be affected. This is a great tool for building up, say, a complex bass sequence comprising a number of synth sounds. The combined sequence can then be inserted in your song and transposed to match the required key changed of your song. This technique doesn't sound like much at first, but can be very powerful if performed correctly.

If you are creating a fairly long song with a number of distinct sections, it may benefit from having the various sections play back at different tempos. You can select "Tempo Change" from the list of available options with you click on "Add" in the main Edit screen. The time taken to change to the new tempo is equal to the length of the green Tempo Change marker in your sequence – if you want the change to be instantaneous, add a Tempo Change of as short a length as possible.

If you want the Tempo to increase or decrease slowly, add a Tempo Change marker that is several bars in length. The actual tempo changed to is selected either by dragging the Tempo Change marker up and down, or by using the "TMP" slider.

Using these simple effects will greatly enhance your song construction. Next month we'll see how some of the more off-the-wall effects found in *Music-X* can be used to make your sound even more individual.

Another way of getting more from your song is to add a tempo change somewhere – try dropping the tempo for a moody atmospheric bit and then raising it again for a banging finale.



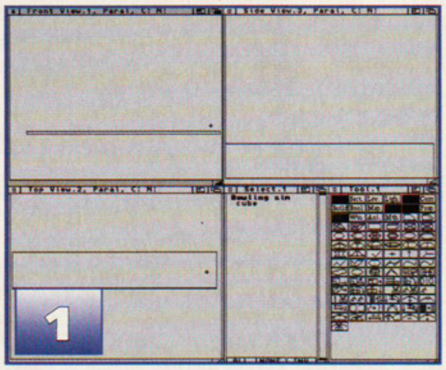
Real 3D Version 2

Graeme Sandiford explores some of *Real 3D*'s awesome animation tools.

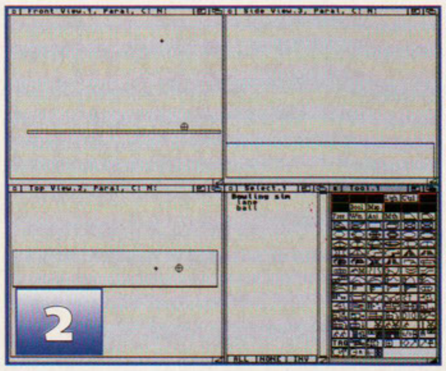
Issue 93 (January) saw us touching on some basic animation methods, used to propel our craft down the track. One of these was the Directed Force Method which moves an object in a certain direction. We'll be using this method, in conjunction with the program's collision detection system, to create a classic animation – the bowling simulation. This will consist of a bowling ball rolling along a surface and striking some pins which in turn will be knocked over taking any other pins they collide with along with them.

To produce this animation we'll be using *Real 3D*'s Methods. These are basically levels (some of which may contain objects) that, due to the program's hierarchical nature, will affect the objects under the same level. We'll be covering other Methods in the future but don't let that stop you experimenting – access the on-line help by pressing the Help key.

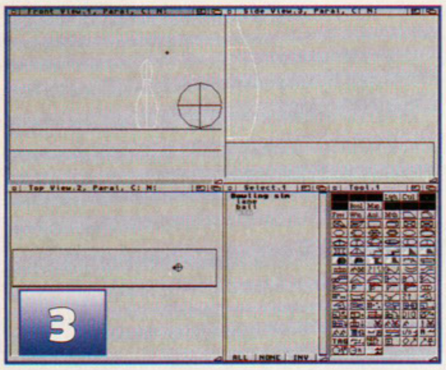
LIGHT OPTIONS



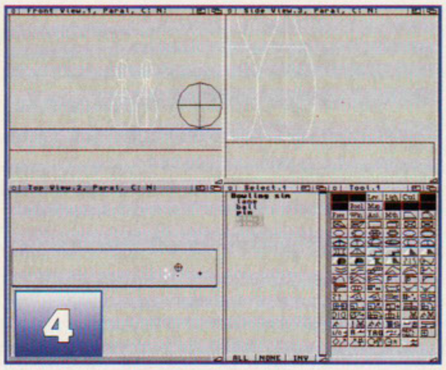
First set up a nice little tri-view environment and draw an oblong with the cube tool in the top view. Switch to the other views and resize it as necessary until it has roughly the same proportions as a bowling lane.



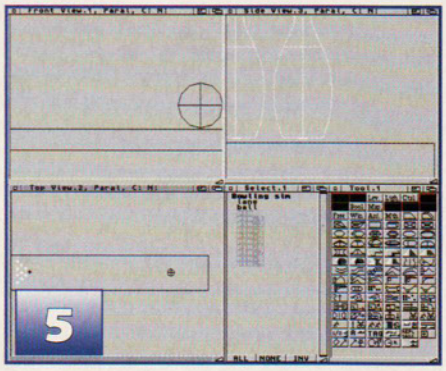
Now for the bowling ball. We'll use a sphere for this – try not to make it too big, about a 1/5 of the width of the lane should do. Next rename the objects you've created so far and select the Lathe tool.



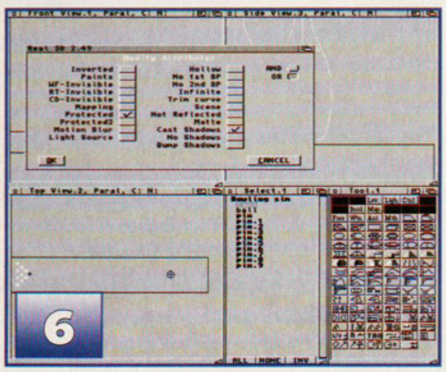
We'll use this tool to draw a bowling pin. First draw a vertical line to define the height of the pin, left-click at several points to define a shape similar to a bowling pin and right-click twice when you've finished.



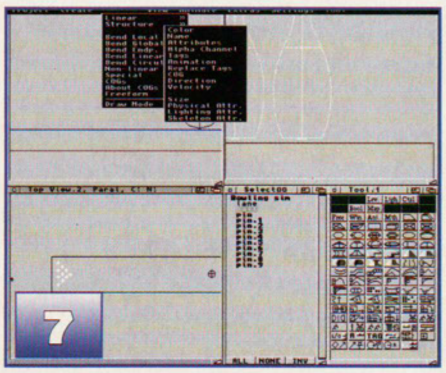
Try and make the pin approximately twice the height of your ball. Don't forget to rename it and then duplicate it several times using cut and paste. Arrange the duplicates so they're in a triangular formation.



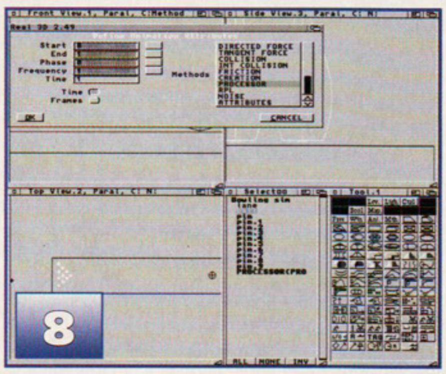
The number of pins you create will depend on how fast your machine is and your patience as the more you have, the longer frames will take to calculate after the first collision. Move them to the other end of the lane.



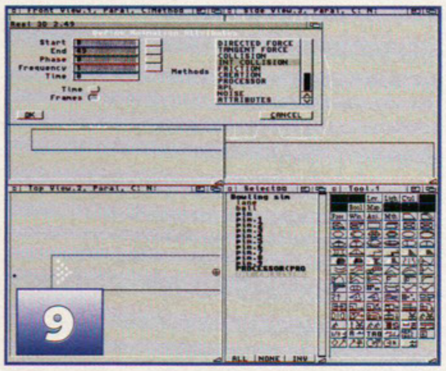
Next, we need to make sure the lane stays where it is. In most programs you might have to make it super-dense, but we can make sure nothing affects it by using Protected in the Modify/Property/Attributes menu.



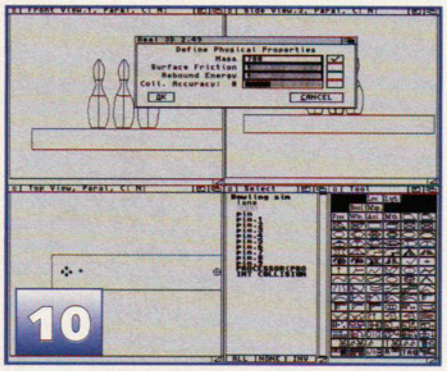
Make sure you select Protected not Protected2 as this works differently. Now select the ball, go to the menu Modify/Property/Velocity and draw a line from the ball to a point beyond the end of the bowling lane.



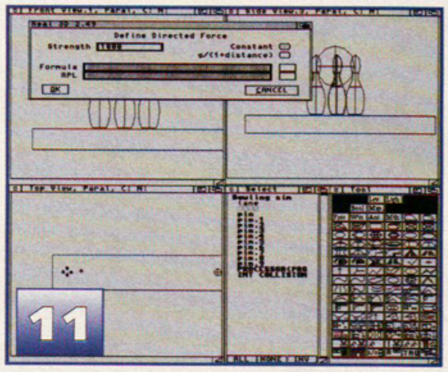
Next select the menu Create/Structure/Method and, from the scrolling list on the right, Processor. Click on OK and then select the menu Animate/Control Play Forward. The ball should move along the lane.



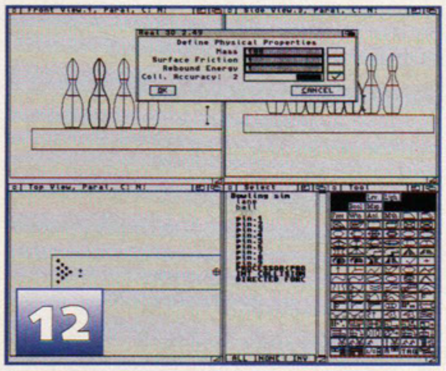
The ball will fly straight through the pins without hitting them. You need to return to the beginning, go to the menu Create/Structure/Method and select the Int Collision Method to enable collision detection.



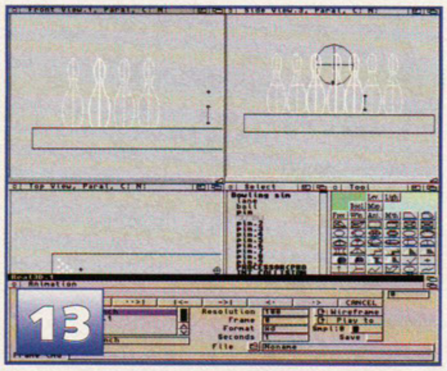
There are still a few things "wrong", most notably the ball bounces off unnaturally and the pins float in the air. Undo the playing of the animation and then select the ball. Go to the menu Modify/Properties/Physical Attrib.



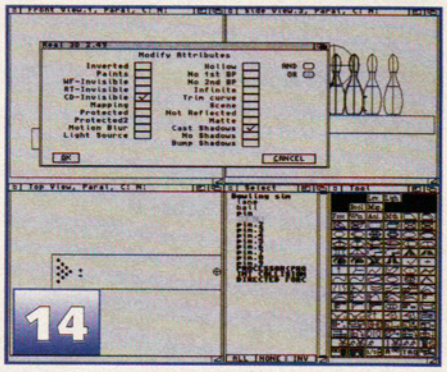
Turn on the Mass attribute and enter a value of 700 or so, to make the ball seven times heavier. Draw a vertical Axis line and select the menu Animate/Forces /Directed and select OK. Voila we have gravity.



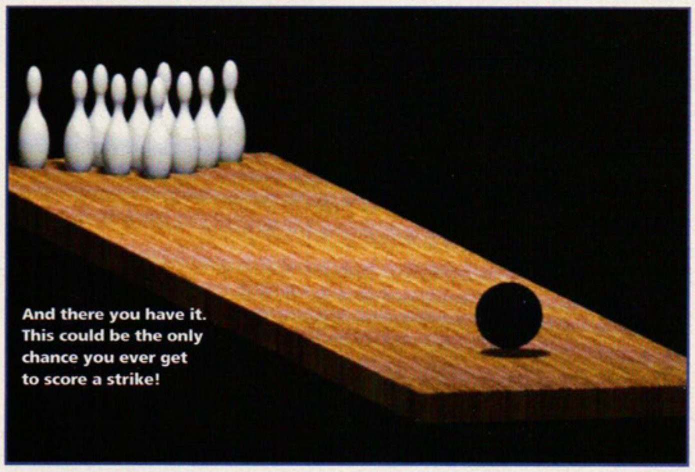
Collision detection is tricky and things don't work as they should, but there are techniques for improving accuracy. First try selecting a problem object increasing its Coll.Accuracy under Physical attributes.



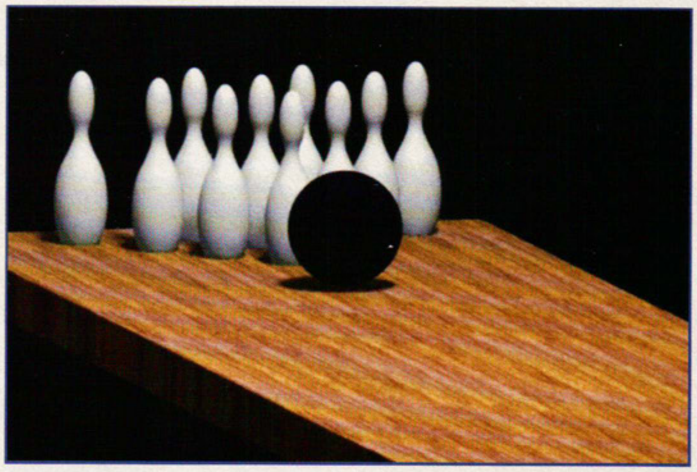
Another solution is to make sure you have enough animation frames by pressing <Right-Amiga><a> to open the animation window and changing the resolution – the higher the number of frames, the better the accuracy.

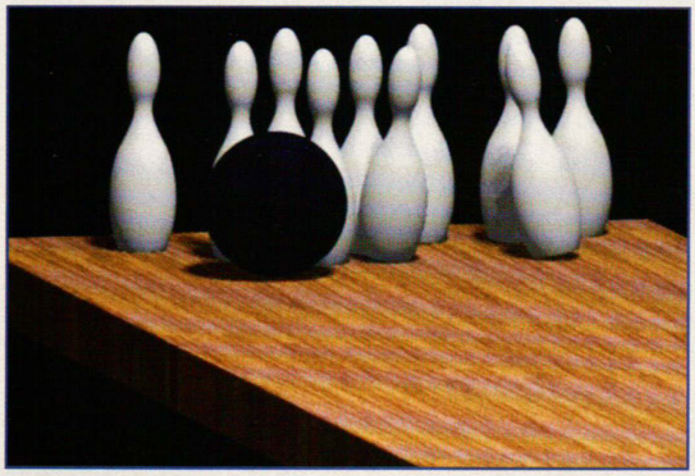


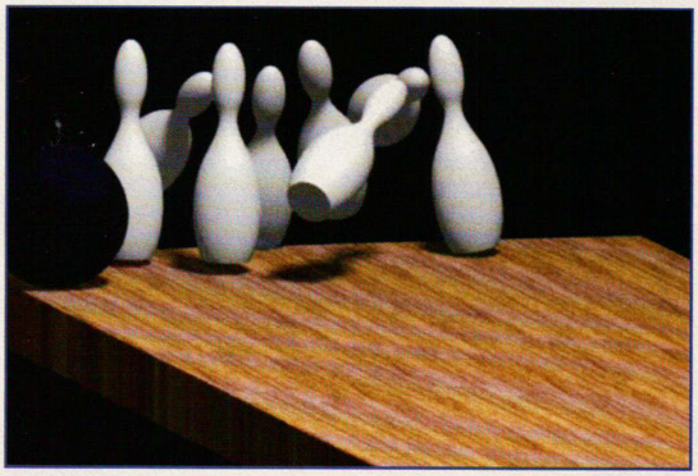
As a last resort you can place a cube under the level of a pin, make the cube invisible by selecting RT-Invisible in the Attributes requester and then do the same with the pin's components but select CD-Invisible.



And there you have it. This could be the only chance you ever get to score a strike!







ADVANCED ARexx Coding

Web Spinning The ARexx Way Part 2

Web sites which are created automatically? Sounds like a dream but, with the theory and conventions now safely out of the way, Paul Overaa shows you exactly how this page creation scheme works...

Last month's discussions concentrated on three main issues: The use of compound variables for menu description, the high-level loop code used to read such definitions, and the conventions used for web page and support file naming. With this instalment you get to see a script that uses these ideas to create a set of interlinked web pages and the routine that does most of the hard work, GeneratePage(), actually starts by building a filename for the final HTML page. At the same time it also creates names for the support file holding the page's title, and for the file holding any text to be inserted when the page is created. A check is then made to see whether the page has a parent (see the **Listing One** routine) and where necessary a parent page name is also generated. All this name creation of course is performed by the MakeName() routine discussed in the previous instalment.

Once these preliminary name creation tasks are complete we're in a position to identify the various support files needed and page creation proper can start. Individual tag insertion is actually very easy since using ARexx to write an HTML file is no different from writing any other kind of text file. You open the file using the Open() function and then use one of the file output routines, such as Writeln(), to place the required characters into the file. To insert the initial <html> tag for example you'd use a statement like this...

```
call Writeln(dest,'<html>')
```

which causes this line to be created...

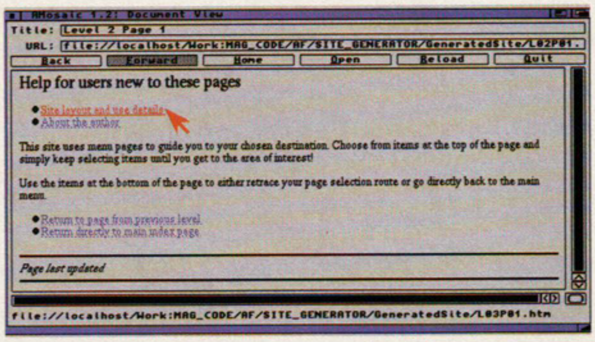
```
<html>
```

Similarly, to insert a page title wrapped between the <title> and </title> tag pair you'd use this sort of code...

```
call Writeln(dest,'<title>' sometitle '</title>')
```

where sometitle could either be a static piece of text, or a variable holding the title details. Easy! This is exactly the approach adopted in the example.

Titles defined in this way of course will appear in the browser's title window. For the example site however, I wanted each page to have a more noticeable heading built using a larger font. This involves sandwiching the heading text between <hN> and </hN> style header tags and the reason, incidentally, for keeping these 'real' page title details in separate files from the associated page text was to gain a little flexibility in the initial stages – I could imagine occasions where one might be in a position to define a heading for a page before creating any text (or vice versa).

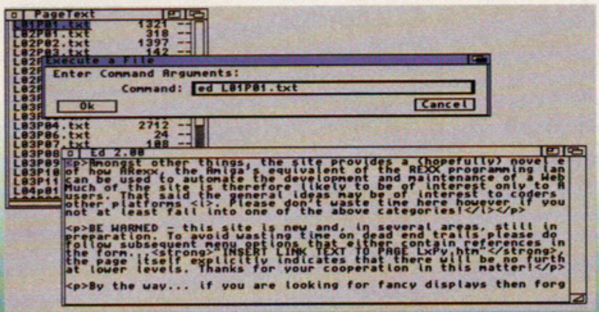


The site generated by the Coverdisk example script is just to show the approach. Once this is understood you'll undoubtedly come up with enhancements to suit your own purposes.

KEEP CHECKING

What was needed at this point was a way of checking, as each page was generated, whether a title file was available. **Listing One** shows exactly how this was done. We use ARexx's Exists() function to check for the presence of a title (.tle) file and then either insert the contents of that file into the page we're creating – or add a dummy reference instead. Reading information from one file and inserting it into another file is quite easy and a typical function, InsertField() is given in **Listing Two**.

You'll find this, and another similar routine called InsertFile(), being used in this month's create.rexx Coverdisk example script. The only significant difference between the two routines, incidentally, is that InsertFile() writes lines exactly as they are read from the source file. InsertField() on the other



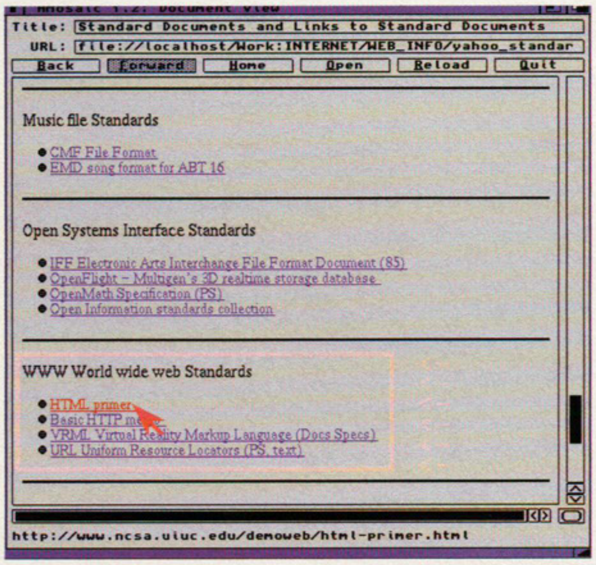
Use any ASCII editor to edit the text and title files associated with the site!

LISTING ONE

```
if Exists(g.titlesdir||page_title) then
   do
      call Writech(dest,'<h2>')
      call InsertField(dest,g.titlesdir||page_title)
      call Writeln(dest,'</h2>')
   end

   else call Writeln(dest,'<h1>' g.MSG1 page_name '</h1>')
```

■ This fragment looks for a page header title file and then either inserts it's contents into the page or adds a default heading to remind you that a title file could not be found!



If you want to learn more about HTML then download some of the primer guides and docs from the Web itself – Yahoo's standard pages are a good place to start!

hand uses ARexx's Writech() function so that all of the inserted material appears on a single line!

THE MENU ITEM ENTRIES

By far the most difficult area of the code, at least from a conceptual viewpoint, is the loop section that creates the menu items. Each time the GeneratePage() routine is called we'll be creating a particular page at a certain level and all pages connected with the menu items of that page will obviously be at the next lowest level in the menu structure. This, coupled with the fact that we're tracking the page numbers being generated at each level using the high-level loop code given last month, means that we are therefore able to generate names for the pages and support files associated with the menu items as well.

Because of this it's again possible to use Exists() to check whether title (.tle) files exist for those menu items just as we did when inserting the heading for the page being created. The big difference at this point however is that we're now interested in writing HTML list items containing those menu entries coupled to anchor tags which reference the HTML pages associated with those entries. The code that performs this particular piece of magic, namely...

```
    call Writech(dest,'<li><a
href="'||link_page_name||'">')
    if Exists(g.titlesdir||link_page
_title) then
    do
        call InsertField(dest,
g.titlesdir||link_page_title)
        call Writech(dest,'</a>')
    end
    else call Writeln(dest,g.MSG2
link_page_name'</a>')
```

produces references such as...

```
    <li><a href="L02P08.htm">Site
User Feedback</a>
```

or equivalent dummy references...

```
    <li><a href="L02P08.htm">INSERT
LINK TEXT TO PAGE L02P08.htm </a>
```

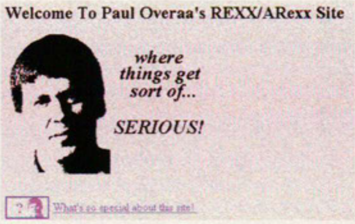
depending on whether or not a page title file is found or not.

By enclosing the complete loop that generates these menu items with Writeln() statements that produce the <ul> and unordered list tag pair we end up with the generated page containing the list of menu items as an unordered list. It's these arrangements that produce the visible, selectable, menu on the final HTML page!

HOME AND DRY AT LAST...

With the above loop out of the way all that's needed is an Exists() based check, similar to that used to insert the page title, to see whether a file containing page text is available. If found the file contents get inserted otherwise a dummy reference (telling you that the file is missing) is written to the file instead! All that's required then are a few more Writeln() calls to add horizontal rules (using <hr> tags) and the final body end (</body>) and HTML end (</html>) tags.

And that's about it as far as this introduction goes. You'll find the code on the Coverdisk and details of how to use the script in the box out. Remember, all I've done is explain the basics and give you a starting point. Much more can be done and I'm already thinking about some bells & whistles enhancements – these however are a story for another time!



There's no reason why you couldn't add things like image tags to brighten up the display! See my home page: (http://ourworld.compuserve.com/homepages/paul overaa).

LISTING TWO

```
InsertField: Procedure
parse arg dest, source_name
if Open(source,source_name,'r') then
  do
    do while ~EOF(source)
      line=Readln(source)
      Writech(dest,line)
    end
    Close(source)
  end
return
```

■ This routine uses a do-while loop to read the contents of a source file into the page being created.

USING THE EXAMPLE SCRIPT

You'll find a drawer on the Coverdisk called WebSite. In it there's an example script called create.rexx and two sub directories called PageTitles and PageText, which hold the titles and text content for the example pages. In order for the script to run correctly you'll need to open a Shell window, make the WebSite drawer the current directory (using the cd command), and then type...

rx create

There's also a sub directory called GeneratedSite which is where the script places the final web pages it creates. There's a ready made set of example site pages already in this drawer which you can view with any browser in local mode (start by viewing page L01P01.htm because this is the highest-level (ie main) menu page.

But don't just look at it – Once you've seen what the original version looks like use Ed, or any other ASCII text editor, to change a few page titles or alter the text contents of some pages in the PageTitle or PageText drawers. Then run the create.rexx script to produce the modified version of the site! Remember incidentally that although I've just stuck to formatting the actual page text using <p> and </p> paragraph tags the page content files can actually contain any valid HTML tags.

And, once you have these relatively easy editing and regenerating operations under your belt, you might like to try altering those menu tree descriptions that we dealt with last month. Once you can do that you'll be able to automatically create a site with a structure of your own choice!

LISTING THREE

```
call Writeln(dest,'<ul>')
target_level=level+1;
do i=1 to entries
  target_page=page_start+i
  link_page_name=MakeName(target_level,target_page,'htm')
  link_page_title=MakeName(target_level,target_page,'tle')
  call Writech(dest,'<li><a href="'||link_page_name||'">')
  if Exists(g.titlesdir||link_page_title) then
    do
      call InsertField(dest,g.titlesdir||link_page_title)
      call Writech(dest,'</a>')
    end
  else call Writeln(dest,g.MSG2 link_page_name'</a>')
end
call Writeln(dest,'</ul>')
```

■ Here's the loop for an unordered HTML list of menu entries. Notice how it calculates the page numbers of the link pages, then uses MakeName() to generate their HTML anchor refs!



Drawing a Wage

More tips from Jason Jordache on how to succeed in the games industry.

Jason Jordache knows the right handed amateur holds his left hand over the left side of the keyboard while a professional hovers over the right while drawing. If you are bothered to even use the keyboard.

Instead of having each frame from a sprite in a row on your spare screen from which to cut out and place in the main animation, a sprite can be picked up into the handy package called anim-brush.

Say we have our eight framed anim of a mouse. When creating an anim-brush, (left-click anim-brush icon from *Brilliance*, or Select Pick Up from the Anim Brush sub-menu from the Anim menu in *DPaint*) you need to select an area of the screen to effectively copy out into memory which will form the anim-brush. Done by dragging the outline of a box to contain the mouse within it.

The box must be large enough to contain the whole mouse through all the frames. So for instance, if the mouse has stuck his leg out by frame eight, he needs a larger box than you'd realise from just looking at frame one. The box remains the same size and in the same position throughout each frame it passes, and so must prepare for a moving sprite by being large enough back in frame one to still contain all the images through to frame eight.

Click and hold the left mouse button to place one corner of the box on frame one. Drag it open to the suitable size before releasing the mouse button. The program then copies the area selected in frame one, moves to frame two and copies the same area of screen, and so on to frame eight. You can also change how many frames it moves through, so you could start on frame three and make it finish by frame six. You're left with an anim-brush of a sprite which should be saved to disk.

Moving the anim-brush loaded cursor round the screen looks as if you have a standard brush ready to slap down by clicking the left mouse button. But click and the anim-brush places the image on screen while moving to the image it picked up from frame two, the next image in the anim-brush. Useful for placing down sprites in an animation. Try holding down the mouse button while moving the cursor over the screen.

The right hand side of the screen which shows the close up when in magnify mode is a function everyone uses, but remember to create your image with attention directed at the normal sized graphic to the left, as this is how your pixels really look. Concentrating solely on bitty pixels in the magnified view leads to a picture taking form as you didn't intend.

One of the few useful inbuilt effects is the Smooth function. Great for blending colours. Create ranges of a given colour in rows. This makes it possible to use the squared [ ] brackets effectively in *DPaint* when working with each range, but also lets you know where everything is as colours easily become muddled. The minimum range for creating light and shadow would be three colours. For example, a light blue, dark blue and a midrange blue forming the main colour for the object.



Come my egg people, it's time to take over the world.

DOODLES

Sketch ideas onto paper, fill the sheets, be carefree, you're not drawing masterpieces here just exploring possibilities, letting yourself wander and wonder. Too many are shackled by what they think an object should look like when sketching from life, and end up drawing from a memory which stopped learning to draw as a child – spending too much time engrossed in the drawing without looking at the object. So the rule of thumb is to spend more time looking than drawing. If not, your picture fills with what you think the object looks like and not an accurate reflection. You may have seen cups drawn from an angle where you see the oval of the rim, yet the picture shows sharp corners instead of smooth, circular strokes. Or has been drawn wrongly as a side view with a funny handle. So draw what you SEE.

Good drawing skills are a solid foundation from where you can form realistic designs of objects and creatures you wouldn't find in nature.

Many fantasy illustrators base their work on natural forms even though you wouldn't recognise this from their finished art. And monsters are fantasy beasts always to be found in games.

KEYBOARD SHORTCUTS

The following, though there are many more, are some useful shortcuts available in both *Brilliance* and *Deluxe Paint*.

[ ] : Move up and down through the palette
, : Pick colour
. : Change back to inbuilt brush
/ : Careful not to hit this when using < > keys
X Y Z : From a brush you've cut out you can flip it up, down, across and around
u : Undo

Animations

1, 2 : Move up and down through anim frames
4 : Play animation continuously
5 : Play it once
6 : Play ping-pong. Back and forth through the frames

Hit the Help key when all else fails for those moments as a beginner when you can't get the cursor to paint.

MailBag



Send your letters to: Letters To The Editor, *Amiga Format*
30 Monmouth Street • Bath • Avon • BA1 2BW.

FOREIGN LESSONS



The Amiga, and indeed *Amiga Format*, is still going strong.

Having an Amiga in Brazil is not very common or very easy. Reading magazines like *Amiga Format* is the only way to learn about the Amiga market (does it exist now? I hope so!). But these magazines disappeared around March time. Why? Is the Amiga dead in the UK? Ceased to be? Over? No more?

In January I'll probably visit the UK, to find some Amiga stores where I can buy a Genlock and an accelerator. Oh, and I'll have to practice my English too. Since I don't read Amiga magazines anymore, it's become very poor.

Francisco Oliveira de Queiroz
Rio de Janeiro • Brazil

No, we are definitely still here, and we do still get quite a lot of mail from Brazil, Mexico, Costa Rica, and even, bizarrely, occasionally from Cuba, so don't despair just yet. Sorry if you are having trouble getting a copy of the magazine. Unfortunately, I can't directly control which newsagents and shops in your country the mag is stocked in, as there is a completely separate importer/distributor there.

If any of our Brazilian readers do know where you can get copies of the mag, then why not send us their details and we can print them in the mag? In the meantime, I'm afraid all I can suggest is that you subscribe.

GONEY?

Please could you tell me why some software is released only for a short period and then is impossible to buy anymore? For instance the LucasArts package was brought out, but it is not on sale anymore!

Also I cannot find *Flight of the Amazon Queen* for sale anywhere! I own an Amiga and an Amiga CD³² and just wonder why whenever I decide to buy a piece of software I find you can't purchase it anymore.

Chris
Spilsby • Lincolnshire

P.S. *Dizzy – The Big Six* was a game collection which came out on the CD³². Is it possible to buy it now and if so, where from?

It isn't just Amiga games you know. The shelf life of a game is very short, as most sales are made in the first two months of a release. So, shops tend not to want to stock games after they are a few months old, because they are taking up space which could be used for a better selling product. They will stay on Mail Order lists for longer, but even

Continued overleaf ➡







Action-packed fun to be had in Nick's fave – *Flight of the Amazon Queen.*

CD CONFUSION

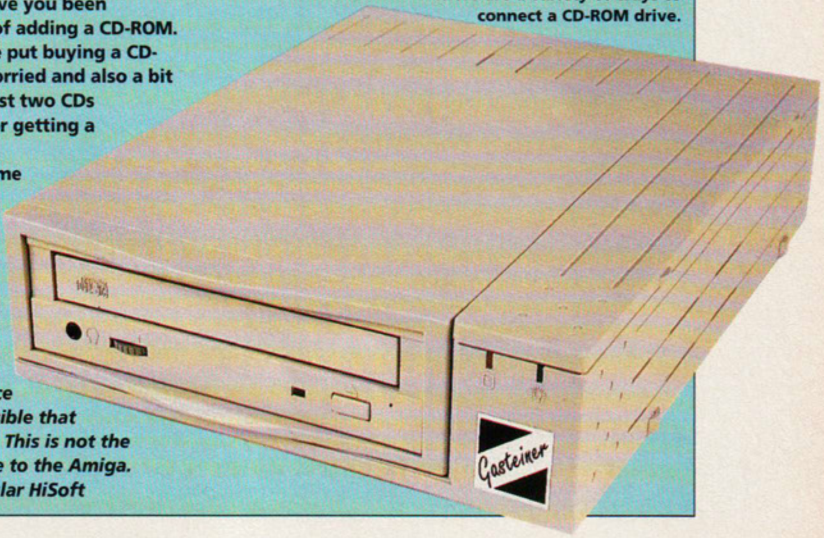
I have been following all your articles on CD-ROMS and I've been on the lookout for a bargain. I came across an ad in a magazine that said that if you connect a CD to the IDE interface without a buffer of some sort, your Amiga would fall down. Now I am not one to question one of the greatest Amiga authorities in the world, but have you been ignoring the long term effects of adding a CD-ROM.

On hearing this news I have put buying a CD-ROM on hold. I'm now really worried and also a bit peeved because I've got your last two CDs (which were the main reason for getting a CD-ROM in the first place).

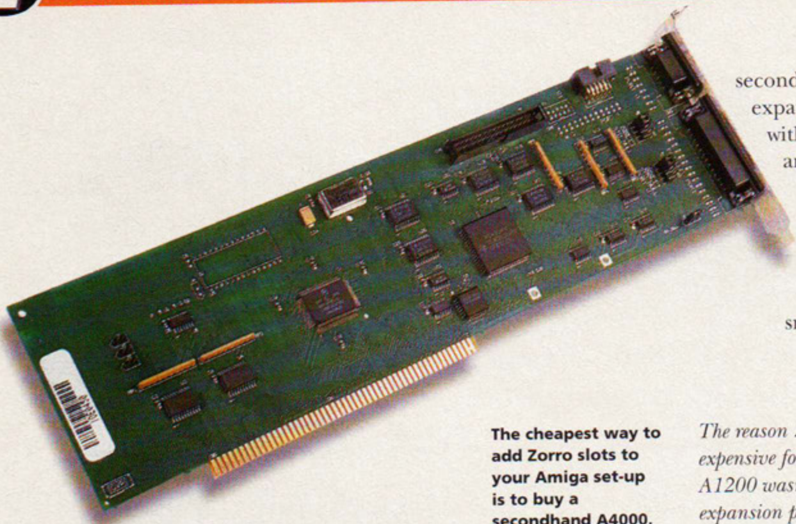
I hope you can get back to me and put my mind at ease so I can get my hands on your lovely CDs.

Daniel Bowden

I appreciate your concern, but I think you are a little confused. If you attach an IDE CD-ROM drive directly to the IDE interface used inside the A1200, it is possible that you may damage your machine. This is not the only way to add a CD-ROM drive to the Amiga. You could go for the more popular HiSoft Squirrel option (which will use standard SCSI CD-ROM drives) or you could use a SCSI interface attached to an accelerator expansion. Or you could use one of the IDE expansion kits, which use buffered drives.



There are a variety of ways to connect a CD-ROM drive.



The cheapest way to add Zorro slots to your Amiga set-up is to buy a secondhand A4000.

then, not forever. Try contacting Direct Software on 01604 722499, as they may be able to help…

ZORRO FOR A1200?

I own an A1200 and I'm a former Blizzard 1230IV and a future Blizzard 1240TRC owner. How come they have not built, a cheap ZorroII interface for the A1200 yet? I know that there are many of them, but they are expensive and hard to find in Greece. I am talking about one or two ZorroII slots connected to the expansion port or SCSI! Yes SCSI why not? If you can connect the lamp of your desk to a switch and to your Amiga through a MIDI interface, why can't you have two small ZorroII slots from a SCSI interface? Why do I have to spend a fortune just to connect a Cybervision and a Delfina? Or maybe a second IDE controller?

In the Aminet I found a small archive from someone who created a second Zorro slot from the expansion slot of an A500, without any electronics (chips and stuff). He just connected the right wires with the right pins. And it worked! An A500 with a 24-bit graphics card! All I want is a cheap Zorro with a smart connection!

Jim Lotsaris
Greece

The reason Zorro expansion systems are expensive for the A1200 is because the A1200 wasn't designed to have them. The expansion port of the old A500 is more or less a direct Zorro Bus expansion, with a few more lines thrown in. Hence, it is very easy to rewire a connector to give you a Zorro port.

On the A1200 there is no such extension (although the trapdoor is similar). However, why do you need one? Apart from expensive video equipment, and graphics cards, you can connect just about anything you want to the A1200 without resorting to Zorro cards. If you really want a SCSI interface, why not get an accelerator and SCSI expansion for the trapdoor? The alternative is an A1200 Tower expansion system.



Unfortunately, we just can't put your Mods on the AFCDs.

MOD MADNESS

I have finally received my first CD version of Amiga Format and was quite suprised at what was on it. At first I was a bit wary because I have up to date access to Aminet, but I did find quite a lot of things which I never knew existed! It just goes to show that one person cannot go through everything and find it all!

The only thing that gets me down, is you not being able to use Mods sent in by the readers. I understand the reason but just cannot believe it! Aminet is *full* of Mods! In fact, the major data input in the past year has been Mods. There are no restrictions that I have heard of there. You are not selling the CD as a commercial product – the CD is just like every other Public Domain CD. You have survived the boycott(?) on putting commercial programs on your Coverdisks, why can't you overcome this?

via email

Thanks for your kind words. I am glad that you are enjoying the CD version of the magazine. There is really an awful lot on it, much of which is down to you. It is quite difficult to get a look at everything on the CD in a month too, so we are shortly going to be implementing some ideas to make it easier to browse through the contents.

As to the Mods, I can't at the moment, see a way around this problem. Our legal

THE TRUTH IS IN HERE

I think I've seen aliens! It all began a couple of months ago. After watching a footy game I decided to go and play some matches of *SWOS* on my A1200 as usual. Two hours later I began to get sleepy and went to bed. Well all this could be perfectly normal but if I recall it really wasn't.

I guess the time was about 2am. I woke up and felt a presence in the room. With haste, I turned the light on and was shocked. There were two aliens in my room, one standing up and the other sitting on the chair at my desk observing my Amiga. I got up from my bed and looked at them. They looked like normal men, except for their heads, which were bigger than ours, and their eyes which were slightly slanted.

At first they didn't seem to care about me at all so I just stood there watching them but then, unexpectedly, one of them spoke to the other in perfect English.

Alien 1: "Let's open it."

The other agreed. If I was understanding it right they were about to open my Amiga. I just couldn't allow that so I said;

Me: "Hey, you can't do that! That will void my warranty!"

They looked at each other and before I knew it they were pointing a laser gun at me.

Me: "All right, do it. Escom's gone bankrupt. My warranty is void anyway."

And they did it. After examining my Amiga they began talking to each other.

Alien 1: "It seems they are more advanced than we thought."

Alien 2: "It seems so, this computer is absolutely great" and then turning to me, "tell me everything you know about this machine."

And that's what I did. I told the aliens everything there is to know about the Amiga, from its invention to the recent facts about Amiga Technologies and Viscorp.

Alien 1: "So you're saying that this machine has no owners and despite being so great, it is not the most popular computer on this insignificant planet."

Me: "Well if this machine had greater processing power and possibly enhanced graphics, it would be better."

Alien 2: "But that could easily be solved."

Suddenly a gizmo the aliens were carrying started ringing and they told me it was time to leave. Their boss was calling from the UFO near my house. Before departing they promised me they would be back and that when they invade earth they will not forget those who own Amigas.

Sadly I can't remember anything more. I hope you can help me because I'm very confused...

Ricardo Rocha
Portugal

We couldn't contact Mully and Sculder, but we'll dispatch agent Andy "Completely Foxed" Smith with his AF flashlight to sort out your alien trouble...



department will not allow us to use music files because of copyright reasons. Essentially this follows on from when one of our sister magazines had to pay out thousands of pounds worth of damages for music copyright infringements. Unfortunately, there is no real way of guaranteeing that all Mods are completely and entirely the genuine original work of those purporting to be the authors.

If a copyright has been infringed, we, the magazine, will be sued , because we will have published it. And while there is an organisation, the MCPS, whose entire raison d'etre is to seek out and prosecute copyright infringements, I don't see how we can, for the moment, include them.

SHAREWARE SHOCK

Just a short word to say what a good job your magazine is doing to promote the Amiga. I have had an Amiga for the past 10 years and I have no plans to give up my computer. I find the Amiga offers me all that I need and I'd be lost without it.

Lately I have been wondering how authors can promote titles and not provide the support they advertise. I recently ordered two titles from a Shareware group's web page. As expected, I was emailed within a day of placing the order followed immediately by a confirmation of my payment but after three weeks of waiting I had received no reply or software. I emailed the groups problem address on their web page, the next day I got only the config. file through email (I had ordered, and payed for, the full archive on 3.5" disk) the next day a paper envelope came through with the second title but due to the lack of packing the disk had cracked.

We Amiga users are trying to keep our computer alive and we need support from groups who are trying to market their products seriously.

Adrian
London

The problem with Shareware is that while a lot of authors are very reputable and treat their registered owners in the same way that any company would treat a valued customer, some are not so professional. In fact, most authors have other jobs or studies to attend to, so while you obviously should have been looked after better, it is sometimes easy to sympathise with the authors.

Of course, they shouldn't be advertising specific time-related support if they can't meet that commitment though. I hope your problems have been resolved now and that your experiences haven't put you off supporting Shareware...

Letter of the Month

FINAL OFFERS?



I'm sat right in front of my Amiga writing this. When I'm done, I'll email it, pick up my mail, surf the net and go to bed. And during the whole time, I'll know, more or less, exactly what my Amiga's doing. It's not a thing, it's a being. You know what it's doing, what it's thinking, almost what it's feeling. I do, because I'm the type of person who, faced with the Commodore Installer, clicks on the 'Expert' button.

I consider it a powerful computer. I have spent more money on it than I care to mention, and taken it apart more times than I've had hot dinners. And it's only bought me a few days of misery in its three year life.

Before my A1200, I had an A600, which was nice enough, but not great. Before that, I had used A500s and A500+s at school, where loads of us sat around for ages playing *Lemmings*, until we got kicked out. We had a small Amiga community growing back then, which is why it's so sad to see the Amiga in it's present situation.

I would really love to see the Amiga flourish again, but I believe nothing short of RISC technology, the best and most dedicated programmers around, and a swift kick in the butt would do any good.

But to all you Amiga owners out there planning to get PC's instead: buy the PC if you have to, but don't sell your Miggy. You may never see anything as good.

I have a couple of hundred quid. I'll have Amiga Technologies. I couldn't do much with it, but I'll guarantee you it would be in the hands of someone who cares about it. Anyone wishing to drop me a line, do so.

Paul Vaughan
VaughanyP@TheNet.co.uk

Much as we appreciate your generosity, and we are sure you would look after the Amiga very well, we are kind of hoping that Quikpak or someone else has a go first...



Hang on to your trusted Amiga. You might never come across anything quite as good again.

MY DREAM AMIGA

I have developed a program that enables people to know when they are dreaming and have complete control of their dreams when they're asleep. It basically lets you do anything in your dreams and will run on any Amiga. Unfortunately, as I am only 14 years old, I don't have the money to advertise so could you please print this letter? If you do, I'll send you a free copy. Anyone who would like a copy should send me £3.50 + 50p (p&p) in cash, cheque or postal order, made payable to Anthony Rimentel. Don't forget to include your name and address.

Anthony Rimentel
63 Oak Tree Road • Knophill • Woking • Surrey • GU21 2RW

Well, you are either a true genius of the modern renaissance, or just completely bonkers. Is this something to do with "pink" noise and lucid dreams by any chance? Send us a copy of the program anyway...

EMAIL

Although we are more than happy to accept letters via email, please read the following notes, which will not only help us, but also give your letter a better chance of getting a reply.

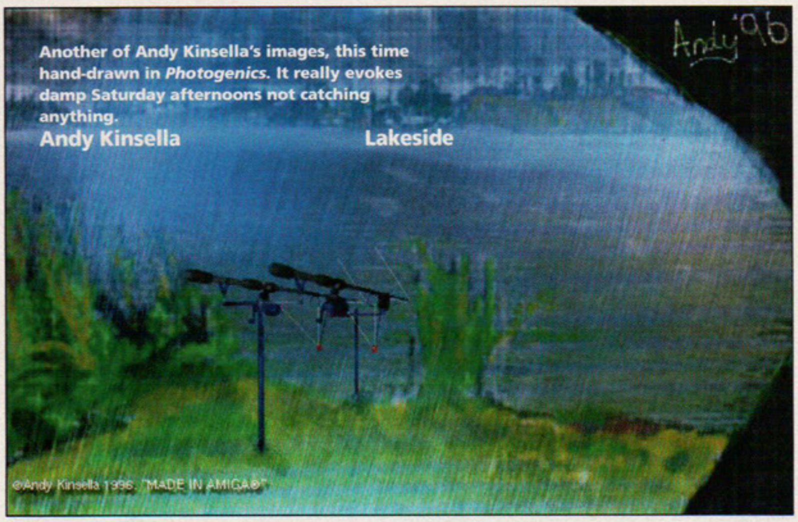
- **Always put the word "Mailbag" or "Letters" in the subject line. If you don't, the letter won't get read – it's as simple as that.**
- **Make sure your letter is really a letter!!! If you are writing in with a technical query, problems with software or buying advice, you should direct your mail to Workbench. Workbench queries will not be answered in the letters pages, and if you misaddress them in this way, there will be a considerable delay before they get to the right place.**
- **Do not expect an immediate personal response. Some letters will get a direct response, but as we get a huge volume of mail, not everyone will.**
- **Do not send the same letter twice!!!! You would be surprised by how many people think they are more likely to get into print if they send the same letter several times. In fact, the reverse is the case.**
- **Please include your name, and let us know if you would like your email address published.**

Address Email letters to:
amformat@futurenet.co.uk and put "Mailbag" in the subject line.

ON THIS MONTH'S CD

The Gallery

There are some really talented Amiga artists out there! Here are just a few of your entries.



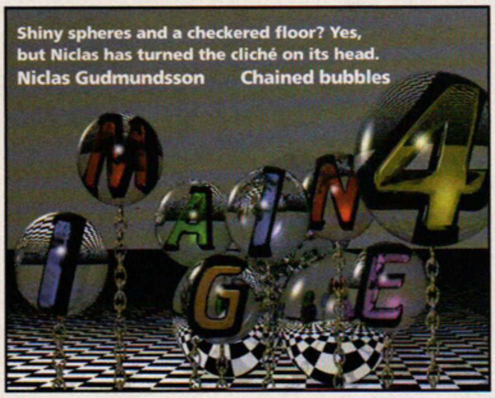
Another of Andy Kinsella's images, this time hand-drawn in *Photogenics*. It really evokes damp Saturday afternoons not catching anything.
Andy Kinsella — **Lakeside**



With a new version of Star Wars looming, it's no wonder we're getting pictures like this...
Philip Child — **Tie Fighter1**



Nice image Richard, but next time give us some idea of how you made it...
Richard Williams — **Pic4**



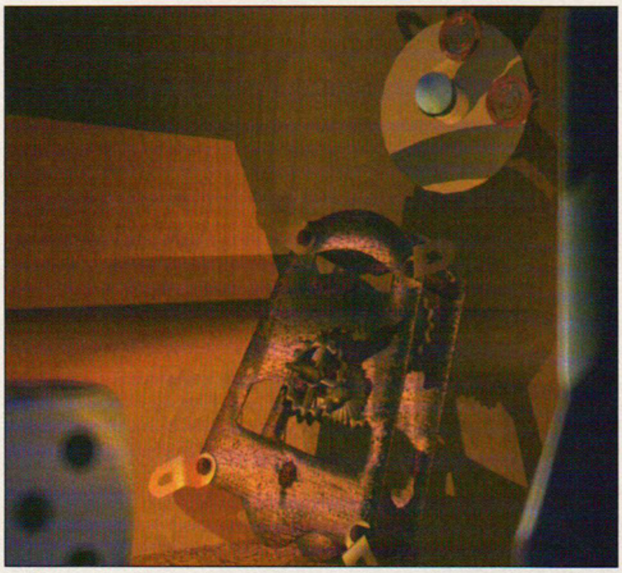
Shiny spheres and a checkered floor? Yes, but Niclas has turned the cliché on its head.
Niclas Gudmundsson — **Chained bubbles**



A beautifully rendered version of a classic topic. Nice one Bart!
Bart Janssens — **Grim Reaper**



I'm not quite sure what he's doing with that huge flowerpot, but hey ho, it looks nice.
Andy Kinsella — **Still Life**



Patrice's other offering shows great texturing detail, particularly in the brass fittings.
Patrice Mille — **Tempo**



£50 winner

Patrice deservedly wins our Gallery prize this month for his cartoony figure created in *Imagine 3.0* and *Photogenics 1.2 SE*, on his A1200.
Patrice Mille — **Paolo**

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THIS IS JUST A SMALL SELECTION OF THE TITLES & SPECIAL OFFERS WE HAVE. PLEASE WRITE OR RING FOR THE LATEST LIST.
(PLEASE SPECIFY WHICH MACHINE &/OR CD DRIVE YOU HAVE)

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HOW TO CREATE TOP-CLASS GAMES WITH YOUR MOUSE!

Have you ever dreamed of creating your very own Public Domain or Commercial software products without having to program?

Well now it is no longer a dream - it's REALITY!

REALITY - THE ULTIMATE SOFTWARE CONSTRUCTION KIT is a REVOLUTIONARY new product from B.P.M. Promotions, a company involved in the AMIGA software market for over five years. This product is a BREAKTHROUGH in software design and allows anyone with an AMIGA computer, regardless of their age or intelligence, to create both Public Domain and Commercial software products in virtually no time at all using nothing more than their computer's mouse! It can be used to create games, demos, educational software etc, much much faster and easier than ever before throughout the history of computers! REALITY is like nothing you've ever seen before on the AMIGA. Now for the first time you can access the awesome power of your computer with bewildering ease and use it to create TOP CLASS AMIGA software in a few days by doing nothing more than clicking the buttons on your mouse or moving the mouse cursor around the screen! Everything is controlled from user friendly buttons and menus on the screen - that's it! - it's so easy you will not believe it! No programming is required whatsoever!

Here is a small example of what you can achieve in minutes with Reality by using nothing more than your Amiga's mouse:

- Create HUGE fully detailed scenery backgrounds for your games using the background creation editors!
- Make your games main character shoot all sorts of different weapons each with different power values!
- Define monster attack patterns and choose from the HUGE amount of already made variations!
- Create intelligent enemies that home in on your main character!
- Add text messages to the software with hundreds of different styles of text fonts to choose from!
- Create SUPER intelligent GIANT mid level and end of level monsters just like the very best commercial games!
- Produce scenery that your main character reacts to: Ladders, Ropes, Platforms, Traps, Switches etc etc!
- Define complex puzzles to make your games much more interesting!
- Make other games characters that your main character can interact and communicate with!
- Select and define all sorts of weapons, bonuses and objects that your main character can collect and use!
- Create characters that have to fight each other in a beat 'em' up - STREETFIGHTER II Style!
- Produce ALL sorts of demo effects from groovy text scrollers to on screen 3D rotation just like the very best PD demos!
- Create Educational software from a simple slideshow to a full blown disk magazine!
- Add graphics, music and sound effects to your software with ease!

The list is ENORMOUS!!! - Test your software in seconds to see if everything is working the way that YOU want it to! There's no need for any slow compiling or testing like certain other packages!

REALITY can be used to create many types of different software products! It's ideal for TOP notch games! Create HIGH speed shoot 'em ups, Addictive scrolling platform games, Beat 'em ups, Point and Click Graphic Adventures, HUGE Arcade games, Puzzle games, Racing games, Card games and much much more! Even create your own mind-blowing special effects demos or user friendly Educational software! Just look at the screenshots in this advertisement and see just what this system is really capable of!

Over four man years of work has gone into the development of this software! The result is:

A STATE OF THE ART SOFTWARE CREATION SYSTEM!

It's *versatile* - It's *easy to use* - It's *incredibly fast*

It's ***the biggest ever breakthrough in Amiga software creation and has already been used to create twenty commercial games and a multitude of PD software!!!***

If you can use an AMIGA you can use REALITY! All the hard work has been done for you! With once complicated programming routines reduced to simple mouse actions that anyone can understand! That's the hidden power of REALITY! Absolutely no knowledge of programming is required whatsoever! Reality is unique! It is a completely new way of creating software!

MORE THAN TEN 90% SCORES HAVE BEEN AWARDED TO REALITY SO FAR FROM MANY DIFFERENT AREAS OF THE AMIGA COMMUNITY!

What you get!

The very latest version of the REALITY software construction kit which incorporates a whole batch of useful and essential utilities. These include: an Animation and Sound Studio, a Graphics toolkit, a Background creation system, Picture and Introduction creators, a FULL blown paint package, Text editing and disk utilities plus much much more! You'll also receive a fully detailed user friendly instruction guide and a handy hints and tips guide! Two further guides that will show you how to make two full blown games from scratch! Two full blown commercial games that have been created using REALITY for you to adapt and learn from! Issue one of the REALITY USER CLUB disk magazine! Two packed disks full of sound effects, music tracks and a MASSIVE amount of graphic images that can be used in your own software! These include characters, enemies, weapons, bonuses, scenery, fonts and MUCH MUCH MORE!! You get everything you need for creating your own full blown top quality software with ease!

You'll also get FREE membership to the Reality User Club!

This will provide you with a phone helpline, a pen-pal list allowing you to contact and work with the already-MASSIVE REALITY userbase from around the globe! You will also have access to a HUGE range of software that has been created using the REALITY system and 1000's of graphic images, sound effects and music tracks which you can use in your own software! We are willing to publish any software that you create using REALITY or if you wish you can have other companies publish your work! The REALITY user club can supply you with ALL the graphics, music, sound effects and ideas that you need to create superb software with this system. ALL the hard work has been done for you!

So what do you have to pay for this totally amazing system?

Only £29.99! This product is worth many times this price and only due to forecasted large sales, low cost advertising and direct sales to the customer are we able to offer it at this unbeatable price! By creating only one piece of software you should get your money back many many times over! How much software do you wish to create? What more can we say other than you would be absolutely crazy not to take up this very special offer! Creating software is much more interesting than using it, and REALITY is the perfect tool! Please note that the REALITY package is compatible with ALL AMIGA computers and is hard disk installable!

Screenshots of games created with REALITY



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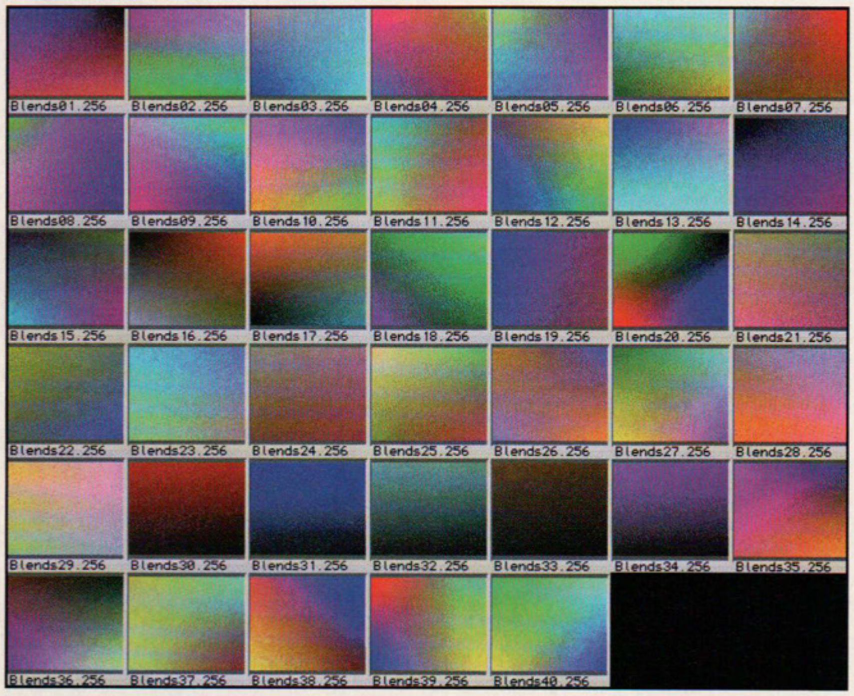
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AMIGA FORMAT COVER CD

Welcome to the eleventh *Amiga Format* CD. This month's disc has more new stuff than you've had hot dinners! Read on...



Femi Hasani's backgrounds will come in useful for any video buffs out there and you can check out his *Cinema 4D* animations in the AFCD11:-ReaderStuff-/Femi_Hasani.

READER STUFF

This month's Reader Submission prize for a game goes to **David Cruickshank** for his superb multiplayer *SpeedRacerFX* game. It's not graphically stunning but its interface is based on the Star Trek Next Generation computers and the gameplay is just like the speeder bike chase scene in Return of the Jedi.

Other stuff of note on this month's CD includes another huge chunk of data from Sweden's own **Femi Hasani** who has contributed his first attempts with the version of *Cinema 4D* we gave away at Christmas as well as an enormous animation which tells the story of a lonely man.

Also here are **Gary Henderson**'s WDTM – an acronym explainer (but you need more acronyms to win the serious prize Gary), **Duncan Trillo**'s Video count in animation, handy for all you budding videographers out there and **Jesper Christensen**'s AMOS-based *Easybase Professional*, a simple database program.

READER WARRANT

In respect of all material which forms my reader contribution to Future Publishing's Amiga Format I hereby warrant that:-
(1) the material is original and does not infringe any other material or rights;
(2) the material does not contain any material which is defamatory, obscene or indecent and is exempt from classification under the Video Recordings Act 1984;
(3) that there are no legal claims against the material provided;
(4) that I have full power and authority to provide this material to Future Publishing.

LOOK_HERE_1ST!

The biggest change this month has to do with your submissions. From this CD onwards, it's not enough for you to send us a nice AF_Readme file, you'll also need to send us the Reader Warrant on the CD. It's not much to ask for, it's easy for you to do and it will make sure that your work goes on our next CD.

You should know all about it by now, but you'll find the all-important reader warrant here for your submissions together with advice on sending us your work. You'll also see the now familiar Handy_Tools drawer here which this month has the latest version of MultiCX added to it.

The AF_on_the_web drawer contains the Amiga's three most popular web browsers, all set up for you to access the variety of great websites on our CD. Last but not least for this drawer, you'll have access to our great Coverdisk giveaway – *Turbocalc 2.1* and our demo of *Tiny Troops*, Vulcan's latest.

COVERDISKS

AFCD11:-CoverDisks-/AF95a/
AFCD11:-CoverDisks-/AF95b/
You needn't worry that you might miss out on the goodies on our floppy version by buying the CD *Amiga Format*, the contents of both floppies are here in this drawer. From *Breakout* games to clocks and compressors, it's all here.



SERIOUSLY_AMIGA

COMMERCIAL

DRAWSTUDIO

AFCD11:-Seriously_Amiga-/Commercial/DrawStudio/

DrawStudio is an awesome graphics package. If you haven't tried it before, now's your chance. There are versions of the demo for machines equipped with FPUs and those without and a wide collection of textures and images to give you some idea of how much stuff the CD version of the program comes with. If you already own *DrawStudio* but only have a slightly older version, you'll find patches to bring you up-to-date in the drawer too.

EMC CDs

AFCD11:-Seriously_Amiga-/Commercial/BGsUnlimited/
AFCD11:-Seriously_Amiga-/Commercial/SafariGold/

E.M.Computergraphic's *Backgrounds Unlimited* and *Safari Gold* CDs get reviewed this issue on page 70. These two drawers on the CD give you some idea of the quality you can expect from the full CDs and EMC have even given you four commercially-developed typefaces from *Safari Gold* absolutely for free!

LIGHTWAVE 5 PATCHES

AFCD11:-Seriously_Amiga-/Commercial/Software_patches/Lightwave5Patch/
AFCD11:-Seriously_Amiga-/Commercial/Software_patches/LWCyberGFX12/

These two patches will ensure that your copy of *Lightwave 5* actually works. The first is a replacement for the LWPanels.p file included with the Newtek distribution CD which will solve the interface problems caused by having the old version. The second item is actually a plug-in in its own right and allows graphics card users who have CyberGFX installed to see their renders without having to save to disk first.

SHAREWARE

CD-ROM

AFCD11:-Seriously_Amiga-/Shareware/CD-ROM/acdplay/
AFCD11:-Seriously_Amiga-/Shareware/CD-ROM/MUI_CD_Player/
AFCD11:-Seriously_Amiga-/Shareware/CD-ROM/OptyCDPlayer/

We have a choice of CD audio players for you this month. Two of them, OptyCDPlayer and the cunningly-named MUI_CD_Player, use MUI for their interface, but ACDPlay is a standard GadTools job. All three of them perform their necessary functions beautifully and OptyCDPlayer even gives you the ability to sample directly from the CD.

COMMS

GrabURL

AFCD11:-Seriously_Amiga-/Shareware/Comms/WWW/GrabURL/

This tool allows you to grab the contents of a website. Because it doesn't need to display the files it's a much faster way of looking through than going online and, best of all, the site is then on your hard drive for extremely fast local access thereafter.



GRAPHICS

3D Models

AFCD11:-Seriously_Amiga-/Shareware/Graphics/3D/DS9/
AFCD11:-Seriously_Amiga-/Shareware/Graphics/3D/STrek/

Star Trek is as popular as ever with users of 3D packages. This month we have a mammoth model of Deep Space 9 created in *Imagine* and a rather impressive NCC-1701D, otherwise known as the USS Enterprise, made in *Lightwave* for you to check out.

PicConvert

AFCD11:-Seriously_Amiga-/Shareware/Graphics/picconvert/

PicConvert is a Freeware tool that will allow you to convert pictures between two different formats. It supports quite a lot of different file formats including PNG, JPEG, BMP and Tiff in addition to IFF ILBM. The interface seems to be in German, but don't let that put you off since there's very little that you can't guess.

GFXCARD PICASSO96

AFCD11:-Seriously_Amiga-/Shareware/GFXCard/Picasso96/

Picasso96 is the new Workbench emulation software from the creators of the Picasso II and Picasso IV cards. Why offer a new emulation when CyberGFX is around? Well, Village Tronic reckon they can do a better job than Phase 5's two year old software. Better yet, Picasso 96 fully supports the CyberGFX API. This means that programs that have been written specifically for CyberGFX will still work under Picasso96. Best of all, Picasso96 is completely free and offers all the same screenmodes, etc. as the commercial version of CyberGFX.

HARDWARE

ZJTools

AFCD11:-Seriously_Amiga-/Shareware/Hardware/ZJTools/

If you've got a Zip or Jaz drive, or you've seen our first long term test results with the Zip on page 69 and want to buy one, you'll be pleased to know that we can supply you with the software you need to write or password protect it, reformat it or eject it.

STFax

AFCD11:-Seriously_Amiga-/Shareware/Hardware/STFax/

STFax is a program that allows you to send and receive faxes using your Amiga and a suitable fax modem and unlike GPFax or TrapFax, it's completely free. The author doesn't state what sort of fax modem it is designed to work with although he mentions the Supra.

PROGRAMMING

AMOS Stuff

AFCD11:-Seriously_Amiga-/Shareware/Programming/AMOS/

This drawer contains an AMOS FAQ (Frequently Asked Questions) list and a text file with the contents of the AMOS mailing list. There are also details of how to subscribe to the mailing list should you want to.

WORKBENCH

BackDrop

AFCD11:-Seriously_Amiga-/Shareware/Workbench/BackDrop/

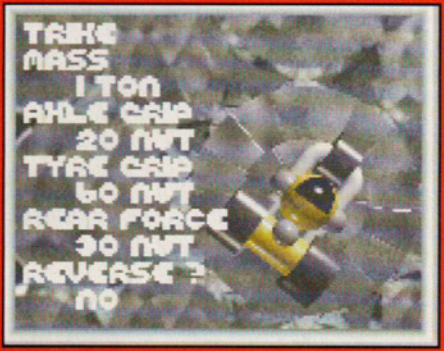
BackDrop can automatically change your backdrop Workbench image on a user-defined interval, all you need do is aim it at a directory. Since WBPattern uses datatypes, you can mix and match file formats in this directory and BackDrop and WBPattern will take care of the rest. Needs Workbench 3.1.

Starter

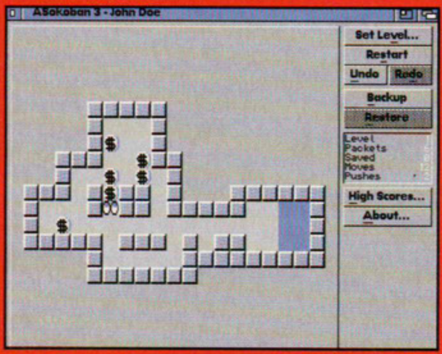
AFCD11:-Seriously_Amiga-/Shareware/Workbench/Starter/

The Amiga's black boot screen is a bit boring. The Mac has a nice progress bar showing exactly how far through loading the machine has got. Now you can have *Starter*. It sits in your startup-sequence and can have a custom picture attached as it counts up to 100%.

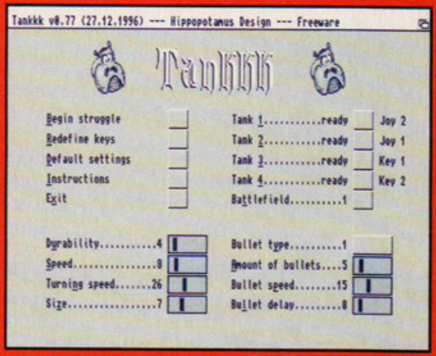
SCREENPLAY



Burnout's graphics look great, but you can see for yourself just how good the gameplay is.



Sokoban is an age-old game but still extremely addictive.



Relive wet Saturday afternoons spent with your mates playing on your Atari VCS with *Tankkk.*

Burnout Demo

AFCD11:-ScreenPlay-/Commercial/BurnOutDemo/

Vulcan's second offering this month, exclusive to CD-ROM owners, is a graphical feast. Hi-Res graphics mean that you'll need to have a fair chunk of RAM to be able to try the game out for yourself, but if you've got it, flaunt it with *Burnout* and compare your thoughts on the game with Andy Smith's review on page 34.

Alien Breed 3D 2

AFCD11:-ScreenPlay-/Commercial/AlienBreed3D2/

If you've already started exploring the CD before reading this you'll have seen a drawer here named Alien Breed 3D II and you may be thinking, "Surely *Amiga Format* can't have given away the whole game for free on this month's CD?!". Well, you're right and wrong at the same time. We have given away the entire program, but it's all as source code so that you can recompile it specifically for your machine. You can use the code in any way you want apart from making a new commercial game based around it.



Alien Breed 3D II is a great game but you can make it even better now you've got your hands on the source code.

ASokoban

AFCD11:-ScreenPlay-/Shareware/ASokoban/

This mind-bending puzzle game has been around for years and years on Unix machines and even played with pebbles rather than digitally. This version is very complete, comprising 90 levels from the original Unix version. It has the ability to save your game position, unlimited undos and even a macro language which you can use to repeat moves!

Blockout

AFCD11:-ScreenPlay-/Shareware/Blockout/

Our third Workbench game comes from Lawrence Owen and is based on a game for the Amstrad CPC written by his friend. It's another simple yet fiendish puzzle game where you have to reach the exit by any means necessary while avoiding mines, teleports and getting blocked in. It's also very addictive.

Pocket Roulette

AFCD11:-ScreenPlay-/Shareware/Roulette/

David Jackson's little Roulette simulator is ideal for passing a few risk-free moments while waiting for that render to finish, or while you can't think of anything to write (excuse me, I'll be back in a mo).

Tankkk

AFCD11:-ScreenPlay-/Shareware/Tankkk/

Remember the Atari VCS? Remember the Combat cartridge? Well, Tankkk (yes it is supposed to be spelled that way!) is an Amiga version of that old crowd pleaser, but updated to allow for four players at the same time. The graphics are pretty faithful to the original version so don't expect any frills, but with three mates it's a lot of fun.

UTILITIES

AFCD11:-ScreenPlay-/Utilities/HDInstallers/
AFCD11:-ScreenPlay-/Utilities/Cheats/
AFCD11:-ScreenPlay-/Utilities/SWOSEd/

Along with our now familiar range of hard drive installers for a variety of games including *Cannon Fodder 2, Body Blows Galactic, Mortal Kombat* and more, we also have a comprehensive AmigaGuide file. It's dedicated to showing you how to get through those tricky spots in your favourite games by cheating. There's also a program that will search memory for you to find your game stats like money and lives, etc. and the latest version of *SWOSEd.*

DISCLAIMER

This *Amiga Format* CD-ROM has been thoroughly scanned and tested at all stages of production. We recommend that you always run a virus checker on ANY software before running it. Future Publishing Limited cannot accept any responsibility for disruption, damage and/or loss to your data or your computer system which may occur whilst using this disc, the programs or the data on it. Ensure that you have up to date backups of data contained on your hard drives before running any new software. If you do not accept these conditions do not use this disc.

IN_THE_MAG

AFCD11:-In_the_Mag-/Emulation/Frodo/
AFCD11:-In_the_Mag-/Emulation/ShapeShifter/
AFCD11:-In_the_Mag-/Emulation/PCx_demo/
AFCD11:-In_the_Mag-/Emulation/PC-Task4_Demo/

Its a good month for emulation fans this month with new versions of Frodo and Shapeshifter from Christian Bauer and demos of two new commercial PC emulators in the form of PCX and PC Task 4.

We ran PCX last month, but this is a newer version of the demo with the problems with certain floppy drives resolved.

DISC NOT WORKING?

If the CD is defective, please return it to the address below. Please make sure you have followed our installation procedures correctly to ensure that there is a physical problem. Please send the CD along with a description of the fault (not forgetting your name and address). A new working version should be returned to you within 28 days. The return address for faulty discs is: PC Wise Ltd, Dowlais Top Business Park, Dowlais, Merthyr Tydfil, Mid Glamorgan, South Wales C48 2YY.

A CD should only need replacing if the CD itself cannot be read. If, instead you are experiencing problems with an individual demo or application phone our technical support line. This is open between the hours of 2pm and 5pm on Tuesday.
Tel: 01225 442244. Fax: 01225 732341.
Email: amformat@futurenet.co.uk
(put "Coverdisk" in the subject line of your message to ensure it is processed swiftly)

Please note that the helpline staff provide assistance with technical problems directly related to our cover CD and cannot provide training on the software or hardware in general.

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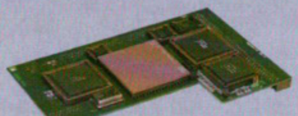
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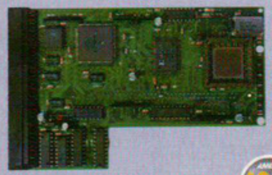


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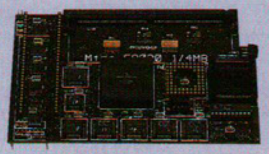
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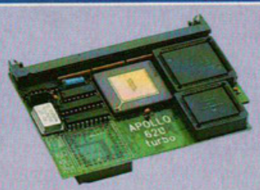
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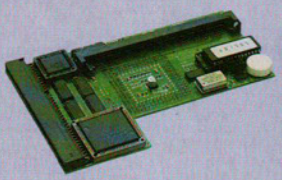
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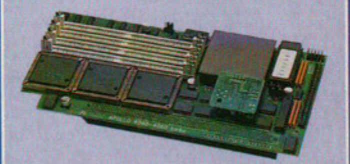
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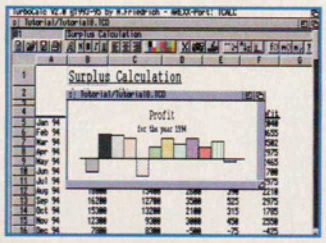
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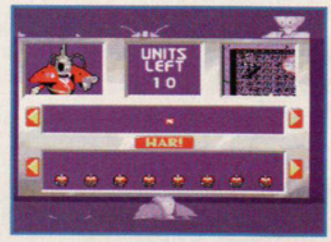
One excellent demo PLUS two FULL games

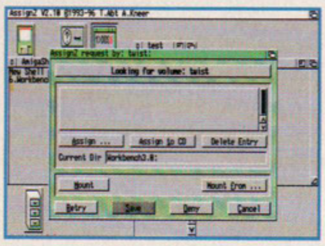
AMIGA FORMAT COVERDISKS

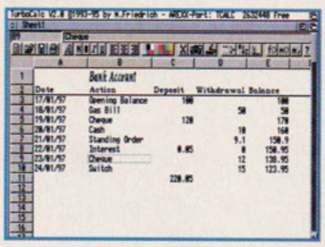
















It's time to get organised with this powerful and effective spreadsheet program from Digita.

They're back! Vulcan declare war with their troops of tiny terrors. Plus two addictive *Breakout* clones.

Tiny Troops



You might recognise the name of this game because a demo appeared on an Amiga Format Coverdisk over a year ago. But it's now been been re-written and released under new publishers, Vulcan.

The Tiny Troops are members of two warring factions from a distant galaxy. Their hatred brought their own planet to the edge of destruction but instead of dropping their arms, they choose to carry on fighting somewhere else – Earth. Gripping stuff!

The aliens are a mere hundredth of our size and unbeknownst to us, a tiny war is being waged under our feet.

Your mission is to control one side and wage the mini war over a number of battlefields. You can choose your side and play either the computer or a friend using the mouse or joystick. The game is loaded by booting the games disk. (For details on loading the other games, read the boxout.)



The control screen allows you to choose how many troops you want to use and for some words of advice from your General just click on his icon in the top left of the screen.

When you click on war, you will be teleported to your site. To win the game, you need to destroy the enemy soldiers. Doing this is far from easy. You can choose to control your troops individually, by clicking on each one and giving them separate orders, but this is time consuming and likely to lead only to loss.

To choose a group, you simply click and drag a square over them. There are different commands available for single units and for groups, but first let's look at the general commands. The bottom of the screen is divided into four squares. The left one shows a map of the level. Next to it is the general command centre, and along one more are specific commands for a troop or unit.

The right hand square shows the stats for the soldier, with a bar showing his strength – each attack will reduce him by one and he will die when it reaches zero. This square also gives the choice of formations for units. Here are the commands for the game:

COMMANDS

CROSSED SWORDS
Move the screen to over the current fighting unit
DISK
Gives you more options, including quitting back to titles
SPYGLASS
Zoom in and out on map
BOOK
Show details of the current battle losses
HOUSE
Run away and return to base
CLR
Clear the current command
SKULL
Armageddon! All your troops will mount an all out attack on the enemy base



You've got your free software and your exciting new game demos. Now find out how to get the most out of them.

BREAKOUT OF THIS WORLD

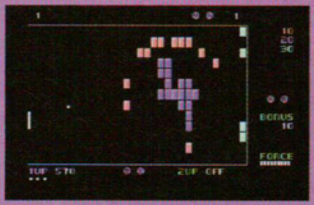
OK, I admit it. I have always had a real weakness for this type of game. There are two *Breakout* clones this month, one a Workbench vertical version called *Mini Arcanoid* and the second called *Poing 4*. In order to make best use of the available space the games are actually stored on the serious disk (some utilities for the serious disk are archived onto this disk).

Just boot the serious disk and either install the games to hard drive or have a floppy disk ready. The games will unpack automatically and they can then be loaded from Workbench.

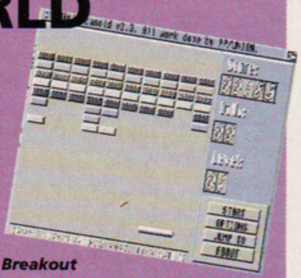
MINI ARCANOID

This is a Workbench game which loads up in a window. It's a vertical *Breakout* game which requires you to knock a ball against a brick to destroy it. The idea is to keep bouncing the ball against the bricks until they are all gone and you can move onto the next level. The ball is hit by the paddle on the bottom controlled with the mouse. Note that if you move the cursor out of the window it doesn't control the paddle. The ball can be bounced off the sides and the top of the window, but it mustn't be allowed to drop off the bottom. That will cost you a life. The best idea is to knock a hole up through the wall and then knock the ball into it so it continues to bounce along destroying it from the other side! This keeps you safe while a lot of the wall is destroyed. Every so often a brick that is hit will release a special letter. These letters give you different powers:

E – Extra ball
B – Bonus
N – Next Level
S – Slow down
G – Glue ball to bat when it hits, so you can change its course
Hard ball – Will wipe through bricks instead of bouncing
? – Random



Poing 4: Brick-destroying action.



Breakout brought to Workbench to guarantee you'll never get any work done again.

POING 4

This is a very different game, although based on the same idea. *Poing 4* plays horizontally but it's also mouse controlled and again, you have to destroy the bricks to move to the next level. The special power ups are found by hitting bricks and collected by hitting the icon. The very right of the screen also has a power bar which is decreased every time you hit it after destroying the bricks there. If you hit it ten times, the power drain will destroy your bat for two seconds, so you must be careful and accurate to complete levels. There are virtual spectators, multi-balls, star bonuses and much more besides.

If you click on an individual, you will get five options.

OPTIONS

FIST: Attack.
Simply move the icon onto the person you want to attack and the cursor will become a fist as well. Click to attack.
ARROW: Move to a new position.
SHIELD: Extend a circle to show the area that this soldier will defend and he will protect it.
SPANNER: If your soldier is getting hammered, order him back using this. He will be sent back to the teleport pad where he will beam off, get patched up and return in a minute.
ROUND UP: It pays to have your friends around you. This will rally your troops around the current soldier.

When you attack using a group you only have the attack and move options but an additional set of options lets you choose your formation.

To scroll around the screen simply move the cursor to the edge, hold the mouse button down and scroll in that direction. If you have a group selected, you will see the rectangle that denotes them moving with you so you can place it elsewhere – units move and attack in the formation you have selected them. Because of this, you need to have room to put the rectangle down.

There are a couple of other things you should note. After the first level, you may find yourself under attack from grenades. The computer will watch what you are doing and attack or defend as suits. You can also lose the level if your teleport pad is destroyed so don't leave it undefended. To view the damage click on the pad – its stats are shown in the right hand square. If it's near destruction you'll hear an alarm.

The full version of this game runs on any Amiga with 1Mb RAM (even A500s, although this demo doesn't because of the FFS disk) and detects AGA for enhancements.

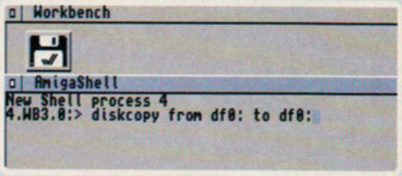
It costs £17.99 and is available directly from Vulcan on 01705 670269. Cheques should be made payable to Vulcan Software Limited and sent to: Vulcan House, 72 Queens Road, Buckland, Portsmouth, Hants, PO2 7NA.

BACKING UP YOUR COVERDISK

Copying your Coverdisk is really very simple. Just follow the stages below...

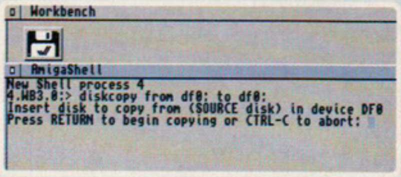


1 Boot up with your Workbench disk and find the Shell icon, in your system drawer. Double-click on this to go into the Shell.

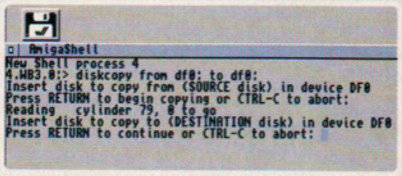


2 Type in the following line (with a *zero*, not the letter O), taking care to put the spaces in the correct places:

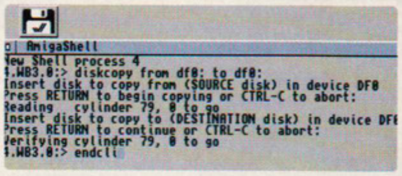
DISKCOPY FROM DF0: TO DF0:



3 When asked for the Source disk, insert your write-protected Coverdisk and press Return. All of the info on this disk will then be copied from the disk into memory.



4 Once your Amiga has read the info, it will ask for the Destination disk. Insert it and press Return. All information on this disk will be destroyed.



5 On an unexpanded machine, the Amiga may ask for the source disk again, because it copies in chunks. Finally, type *endcli* to close down the Shell.

DISK NOT WORKING?

We take every care to test the Coverdisk software, but Future Publishing cannot accept any responsibility for any damage occurring during its use. If your disk is faulty, send it back, with 2x26p stamps and an SAE to:

Amiga Format (insert name of disk)
TIB PLC • TIB House
11 Edward Street
Bradford • BD4 7BH

If there is a manufacturing error the stamps will be returned with a replacement disk.

TurboCalc 2.1

David Taylor gets you started with this month's complete commercial package, and details the other utilities included.

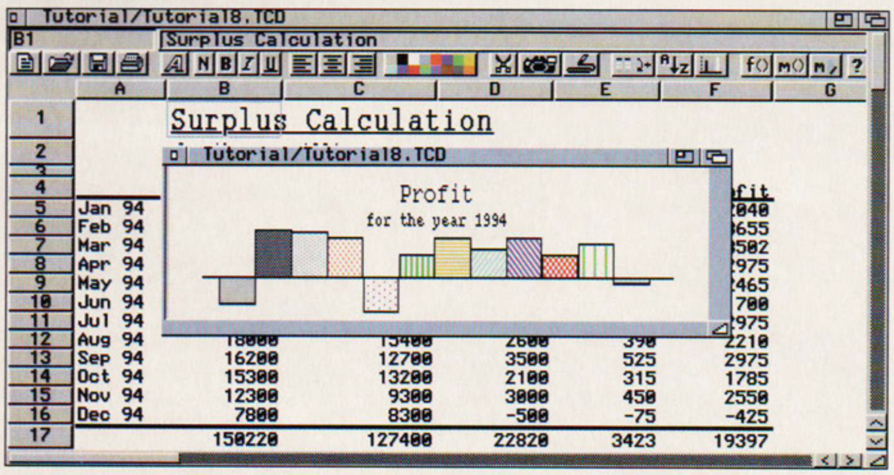


TurboCalc is one of the Amiga's most powerful spreadsheet programs. Yet it retains an easy-to-use interface and combines powerful analysis capabilities with graphical representations. *TurboCalc* is ideal for creating budgets and keeping accounts but it is so configurable that it can be used equally well as a database for storing addresses.

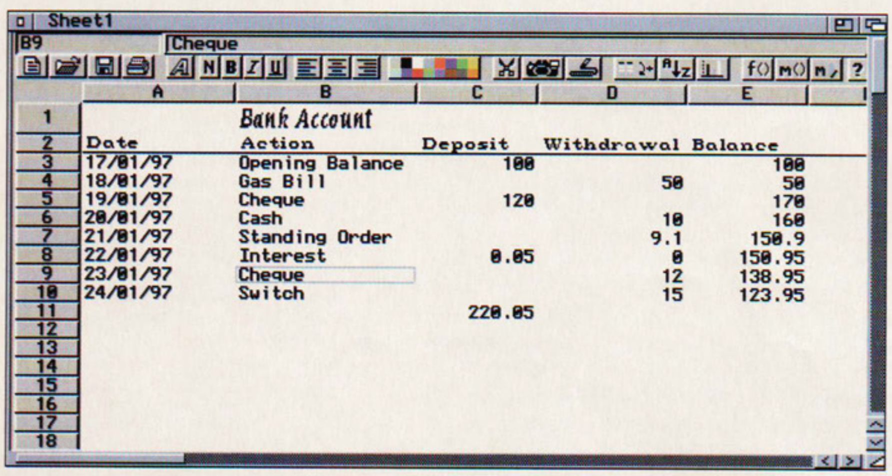
To run the program, you need to unpack the disk. This is done automatically for you – just boot the Coverdisk. You can install either to a hard drive or to floppy disks. If you install to floppy disks, you need two – the first will contain the program and the second, the AmigaGuide manual. When the program is unpacking, you will be asked whether you are running Workbench 2.1 or Workbench 3. This is so that the correct version of the manual is installed. If you have WB2.0, then you should use the 2.1 version.

It may be that you have the AmigaGuide library and system installed from earlier programs. If you don't then you can use any text viewer to load it in. It will have codes for the guide on it, but should be usable. You should also note that if you install to floppies, the pictures referenced in the guide will be missing. This is because there isn't room on a single floppy to fit the manual and pictures but they're not essential to understand the program.

When the program is unpacked, you can load it by double clicking on its icon. The program loads up and shows you the standard cells for the spreadsheet. Cells are the individual boxes of a single row by a single column. Each cell can contain either words, numbers or a formula. Obviously most spreadsheets are a mixture of these three. The idea is to have the data set out in the manner that suits and then the program to do the calculations based on that.



If you need some more help to get you started with *TurboCalc*, there are plenty of example files for you to look at, including a tutorial sheet.



If you enter the formulae and values as detailed, including all the font adjustments, you should get a sheet that looks like this.

GETTING STARTED

Here is a quick guide to completing your first sheet. First of all, you need to title the sheet, so select the cell B02; type in "Bank Account" and press return. You may want to change the font on the title so that it stands out. Select the cell again and click on the font button (the one with the letter "A" which is first in the second block of icons in the toolbar). If you change to a larger font, you may find that the top of the text has gone off the screen. To rectify this, you need to enlarge the size of the row. Move the mouse to the line underneath the number "1" of the row on the left of the window. Click and hold the mouse button on the line and drag it slowly down. The row will be increased in height. Release the button when you have got enough. This same technique can be used to widen columns if they are too thin.

Now you need to set up the titles for the individual columns. Put the cursor in the cell A2 and type "Date", then in B2 type "Action, in C2 "Deposit", in D2 "Withdrawal", in E2 "Balance". The quickest way to move along the cells is to use the arrow keys after you've typed the name – there's no need to press return after each, the data will be automatically accepted. Of course you can also adjust the fonts here too if you want; you will probably have to adjust the column width for the Withdrawal column. In order to separate the titles from the data, we want to adjust the cells' borders. First select the entire row, by either clicking and holding the cell A2 and dragging across to E2 or by clicking on the number "2" on the left of the

window. Now choose "Frame" from the "Format" menu. A requester will appear which has the line options for each side of the cells. Select a thin line on the bottom and OK the action.

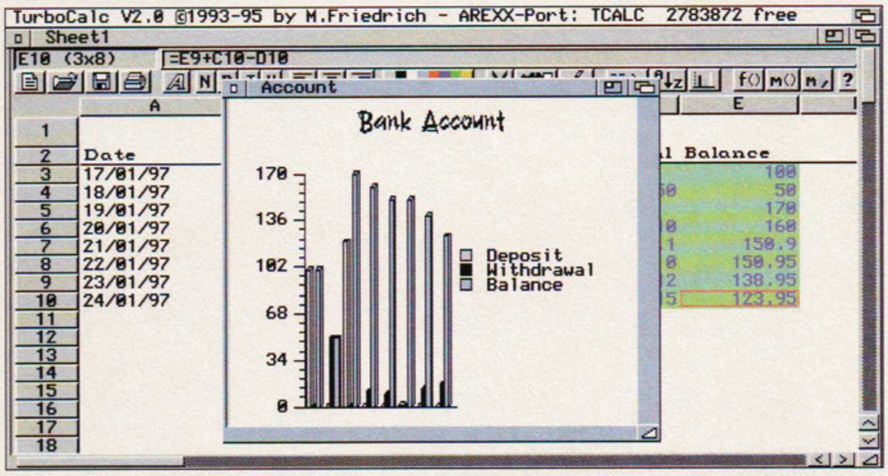
SIMPLE FORMULAE

As this is a simple spreadsheet, the actions can be entered as text. If you want to create a sheet which uses the dates for calculations, then check the manual for information on date input, but note that the program will automatically accept most date formats (I use dd/mm/yyyy). In A3 and B3 type a date and action, like "17/1/97" and "Opening Balance". Then in C3, type "100". Now the first formula you need to enter is a very simple one to mirror the cell C3. In E3 type "=C3". When you press return, it should show "100", while the editing line above the toolbar will still show the formula. Now move to the next row and enter some more figures, like A4:18/1/97; B4:Gas Bill; D4:50. Then you need to set up the formula in E4: =E3+C4-D4. This takes the balance from the row above, adds any deposit and takes off any withdrawal to create a new balance. You won't have to redo this formula and edit it for each row. Simply select the cell and choose "Copy" from the "Edit" menu. Now wand in the cells E5-E10 and choose "Paste" from the "Edit" menu. The formula will be copied down and adjusted automatically.

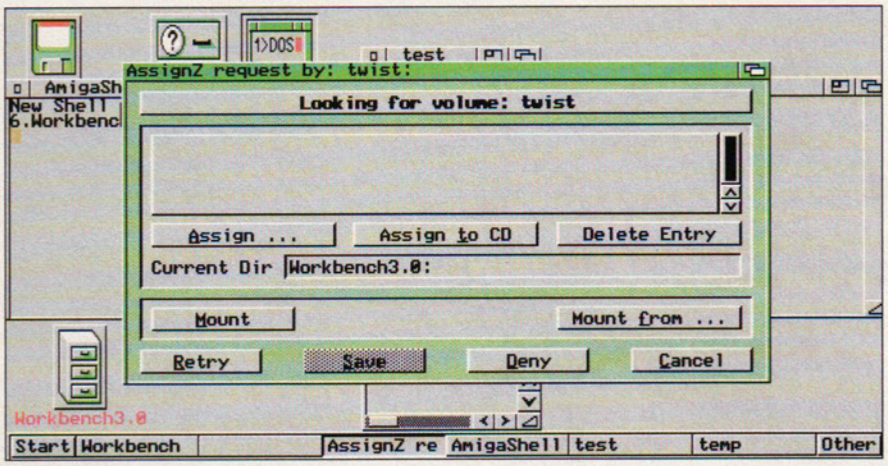
You can now do whatever you want as you have a working account sheet up and running. If you want to get a total at the bottom of a sheet, to see how much money you've paid in for example, you can enter the formula "=SUM(C3:C10)". The colon dividing the cells shows that it should take every value in that column between row 3 and 10; the formula parameter SUM tells it to add those values together. There is a much more comprehensive guide to this type of formula and every other parameter in the online manual. There is also a help file available from the Help menu.

If you want to get a chart of your spreadsheet, you can click on the graph icon towards the right of the toolbar. The charts can be saved out as IFFs and like the sheets themselves can be changed in appearance very easily, with titles added and legends included. The charts have their own menu system, active when the chart is active, which can adjust these.

When you've got to grips with this version of *TurboCalc*, you might like to consider upgrading to the latest version 4, which we reviewed last issue, giving it an *Amiga Format* Gold (*AF94* 91%). For more details see the special offer on page 112.



Once you have created a spreadsheet, you can generate charts from the data. The appearance of the charts can be adjusted from their own menus.



One of the most useful utilities you'll find for your Amiga. *AssignZ* makes the use of your hard drive about a 100% easier by dealing with assigns for you.

EXTRA UTILITIES

There's much more packed onto this month's Coverdisk too. In order to make the best use of space, some of these utilities are actually archived onto the Games disk and two of the games are stored on this disk. Don't worry, the Coverdisk will ask you when it needs the other disk to unpack it, so simply boot this disk as normal and follow the instructions.

ASSIGNZ*

This is one of the most useful utilities the Amiga has seen. It has just been re-released without any cripples, because the authors weren't getting any feedback, so I urge you to drop them a line. The program should be installed to your WBStartup drawer. It then intercepts volume calls and instead of getting the "Please insert volume" system requestor, you get one that allows you to make an assign from the requestor. If you have programs installed to your hard drive, but don't have the assigns made in your user-startup, this program makes it easy to do the assign on the fly, especially with the "Assign to current directory" option. You can even save any assigns made so they are actioned every time you start up.

DISKSQUEEZE

DMS has long been the norm for people trying to archive complete disks. But, although it is fast, it is not very competent at packing. The LZX archiver on the other hand, is very good at packing, but not capable of archiving disk structure. If only there was a solution! There is with *DiskSqueeze*. You must have LZX, but now you can use this to archive complete disks. It has remarkably low minimum requirements, but a better system is advised.

NEWMENU*

The Workbench menu system is really quite tedious when you get down to it, but it needn't be. This utility adjusts the menu look so that it is much more aesthetic. There are various options and the result is a nice 3D menu system in all your programs, not just Workbench.

TOLLEUHR

There are plenty of clocks available for the Amiga, but this is one of the most complete. It is very configurable in terms of its looks and use and has alarm features. To make changes to the look of the clock, simply click once on the clock face and then right click to access the menus. Install the program from the "Bin" drawer into your WBStartup drawer in order to get the clock every time you boot up.

WEBSITE

This is the website used in Paul Overaa's ARexx tutorial this month. It is a set of HTML pages, so a viewer, such as the one included on last month's disk, is needed to view it correctly. Read the tutorial on page 92 for more information.

*Items marked are actually stored on *AF95b* (the games Coverdisk).

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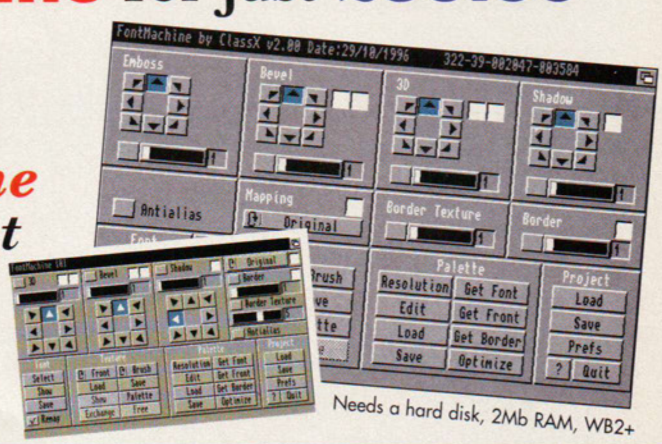
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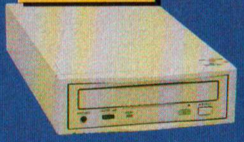
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